16
November, 1991

FSTS
From Side To S.I.D.E.

$5.00

This Month: Patlabor OAV 3, Orange Road: Unexpected Situation, BubbleGum Crash 1, A-Ko the Versus, and 11 pages of Twinkle² Idol Stars...

Summer Side

A Club for Fans of Japanese Animation and Manga

Alec Orrock, President

Well, here we are once again. Another month, another issue. This issue is a bit bigger then last, as will be the next one, our "Christmas Special" which will have all the regular sections, as well as a bonus or two, if we can do it. There are a few things that I need to talk about (read: bore you with for a page) before we move one. So bear with me.

The first of which is changes of address. As this may come standard to most people, to some it does not. When you are moving, please let me know of your new address AS SOON AS POSSIBLE. And when it is to go into effect. This is to ensure that you don't miss an issue and also that we don't "lose" anyone. This has unfortunately happened already, and we have no way of contacting those who have not given us their new address and have not left a forwarding address. Beg, plead, whine; please let us know of your change of address as soon as you know it. Just a simple change of address card from the post office will do just fine. As long as we get the message. Enter the standard disclaimer about how we aren't responsible if you forget to tell us, and four months later contact us asking where your issues of FSTS are. Also, look at your mailing label, it will tell you when your subscription is going to end. We are now sending out little reminder notes with your last issue to let you know. But we are not Video Review Magazine, and thus can't send you 14 little 'renew now' notices that you will probably throw away because you already have half dozen others. OK, on to a more serious note.

In a recent issue of FSTS, we ran an ad for a mail order company called "Dragon Japan". They offered subscriptions to different anime and other Japanese magazines and relatively good prices. Unfortunately we have received several bad reports from people who have tried to contact then recently. This ad was run under our old policy as a source of information. As mentioned last issue, we are now only taking ads from stores and companies on a paid basis. And other clubs and fanzines on a paid or trade basis. This is to help insure better control and to hopefully avoid this from happening again. I have not personally dealt with Dragon Japan, and so can not speak of their service. But we would strongly suggest that anyone who would like to contact then try writing them with a SASE and see if they reply. It would be strongly un-advisable to send any money or payment before contacting them. If mail order magazine subscriptions are what you are looking for try: Nikaku Animart @ 615 N.6th St., San Jose,CA 95112. The phone number is (408) 971-2822. I believe that they take credit card orders for immediate shipment. We apologize for any problems.

From Side to S.I.D.E. Issue 16; November, 1991. FSTS is the monthly newsletter of **Summer Side**, a non-profit orginization for the promotion of Japanese Animation in the United States. All articles and photos are for review purposes only, and are covered under the 'fair use' provision of the copyright laws. No copyright infringment is intended. Articles and art from this newsletter may be freely used, as long as the original author and publication are properly credited. Submissions are welcome (and encouraged), but we do not run fan fiction or 'adult' material. Submissions can be made to President **Alec Orrock** 24161-H Hollyoak, Laguna Hills, CA 92656, or Editor **Dan Durkin**, P.O. Box 150, Holly, CO 81047-0150. Subscriptions are available: $48/year in the U.S., $52/year in Canada. Make all checks payable to Alec Orrock.

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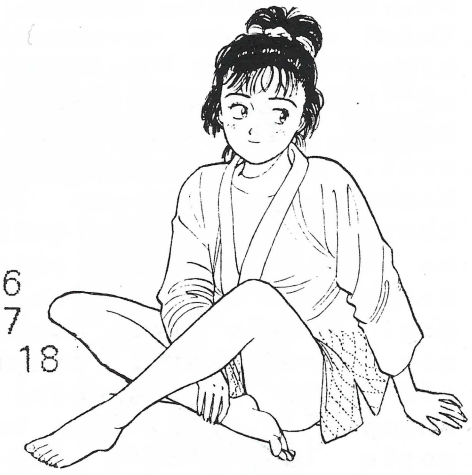
November Meeting

November 17, 1991
El Toro Public Library
24672 Raymond Way



11:30	Equipment Set-Up
12:00	Yawara! episode 13
12:30	Ranma 1/2 Nettohen episode 16
1:00	Ranma 1/2 Nettohen episode 17
1:30	Kimagure Orange Road episode 18
2:00	Maison Ikkoku episode 7
2:30	Dirty Pair episode 18
3:00	Mobile Police Patlabor OAV 3
3:30	Orange Road OAV: Unexpected Situation
4:00	BubbleGum Crash 1: Illegal Army
5:00	Dinner Break & Previews
6:00	A-Ko the Versus (Blue Side & Gery Side)

NEWS AND NOTES

by Alec Orrock and Dan Durkin

OK, here we go with some more con-notations!! (ha,ha,ha. ok, so I ripped it off from the SDCC people. The stupid pun police are already after me for worse!) But really, we have some con news here for those of you who like to go to far away places and spend way too much money getting there. We'll start in order with those cons that SUMMER SIDE staff (read: me and Dan) will be attending.

The first of which is Project A-Kon. This is mainly only rumors of rumors of people talking about what may and may not happen, so enter all disclaimers now. The current "info" is that A-Kon 3 will be held on the first weekend in June of 1992. Sometime around June 5-7 or so. No info. on hotel or anything else has been heard of yet. The dates are in fact rather questionable. The main reason we bring this up is so that anyone who would like to go can start looking for info. now and hopefully get it by January or so. There have also been rumors about A-Kon being funded by Gainax, the very same people who funded Anime Con. This is even bigger unknown. We would all like to know, but alas, information is at a premium on this one. The best thing that we would suggest that anyone who is even the least bit interested in going do, is contact the con at their address, which is: Project A-Kon, P.O.Box 515942, Dallas, TX 75251-5942. This is the also the general EDC P.O.Box, so unless they have recently folded, I think it will get to them. We will of course give more information as soon as we get it at this end. We would also like to stress that this is a very cool con, for those people who like this sort of thing. And it's lots of fun to go to and meet people.

The next item on our Summer of '92 run is Anime Con 2. This one we have much better info. on. The dates are from July 3 to 6, 1992. This will be over the July 4th weekend, so it proves to be an even bigger party. As for guests, they are "working on having" any or all of the following: Manabe, Matsumoto, Miyazaki, Mikimoto, Sadamoto, and Sonoda. It's a safe bet that Sonoda will be there, but as for the rest, well, only time and the next progress report will tell. Memberships are as follows; $30 until 1-1-92, $40 (well, thats what they have in the bulletin. They probably mean $35, but call to check on it to be sure.) until 4-1-92, $40 (yes, again) until 6-1-92. At con rate will be $45. Dealers tables are $225, until sold out. Hotel rates are: single $62, double $69 (hum, something suggestive there, but I'm not sure what), triple $75, and quad $81. Call the Red Lion at (408) 453-4000. For special travel arrangements, call Ladera Travel in Los Angeles @ (213) [may be 310 now, but try 213 first. the phone company, gotta love 'em!] 772-1511. Mention you are with Anime Con. For info. on the con its self, call the con at (510) 843-8523. We will have more info. when it comes up.

Lastly, before I run out of room, we have the San Diego Comic Con. Just got in news that the con has changed it's dates for 1992 to Aug.13 to 16, 1992. For more info. contact them at SDCC, P.O.Box 128458, San Diego, CA 92112-8458. More on them next issue!

Raichi, one of the new characters in the ***Ranma 1/2*** Movie

Ranma 1/2 Goes to the Movies...

Following in the footsteps of its predecessor, ***Urusei Yatsura***, Ranma 1/2 will be taking to the big screen for the first time later this year.

Entitled "Ranma 1/2 Cho-Nettohen" (Super-red hot fighting action), it will be released for roadshow on November 2nd. Rumors have it that the story will involve Ranma travelling back to China to rescue Akane, who has been kidnapped. The creators promise that the movie will advance the relationship between Ranma and Akane (sound like UY #1 to you, too?).

Also out this month from Takahashi is the final Rumic World story: Mermaid's Wood. Pre-production stills look great. The video will be available from Shogakkukan Video on October 21, 1991 for 7,800 yen. Running time is 60 minutes.

Sayonara Orange Road?

Rumors persist that the last two Orange Road OAV's (Unexpected Situation & Message in Rouge) are to be the last to made in this very popular series.

Giving credence to these rumors was the release of the Orange Road Memory Box, a collection of all 8 OAV's, the Orange Road movie, and music videos & other miscellanious footage. The six disc laser disc set comes with a large color booklet, and costs $370 in the US. If this is truly the last we see of Madoka (say it ain't so!), You'd better snap this one up fast!

A Bigger "Crash"

Despite quite a bit of bashing from American fans, ***BubbleGum Crash*** must be doing fairly well in Japan, as Artmic and Polydor have announced that the series will be extended to five installments that will stretch into the summer of 1992. In addition, Youimex, distibutors of ***BubbleGum Crisis*** have announced that that series will complete its 13 installment run. As for the reason for the change in voice actresses for Priss, apparently Miss Omori's contract with Toshiba EMI prohibits her from working for Polydor (distributors of Crash).

In a related story, AnimeEigo has announced that they have gotten permission to release "Crash" in the United States. They intend to have the subtitled videos ready for simaultanious release with BG Crash 4 & 5 next summer.

More Mobius!

Viz Comics has announced it's intention to continue with the run of Silent Mobius. Book 2 will begin running in December, and will last four issues. Each will be in full color and will cost $4.95.

Meanwhile, Silent Mobius continues on a sucessful roadshow in Japan. No release date has yet to be set for the Laser disc, but at least one store in the US is already taking reservations for copies. A four minute trailer for the film (which includes the main theme from the soundtrack) was aired several times at AnimeCon, and has gotten nothing but praise. Being one of the lucky ones to see this promo, I can only say that it is the best thing I've seen since Akira. Look for a tenative release date somewhere in February.

Takeovers Hit Anime Publishing

Shock waves are hitting the anime publishing industry as two of the four "professional" anime magazines were taken over by major comics distributors this month.

First to reappear under new management will be Animag, which was taken over by Eternity Comics. No word has been given about format, price, or editorial staff, but Eternity does plan to solicit for the magazine on a bi-monthly basis.

Also moving up the scales is Ianus Publications' Protoculture Addicts, which has been taken on by Dark Horse Comics. Again, no word as yet on format, price, or staff changes.

Look for more details here as they take place.

Sometimes things ***are*** better the Second time around.....

In the latest in a string of press releases from Streamline Pictures, word comes that Carl & company have recieved permission to re-do Robotech. To be released direct-to-video, the episodes will be restored to their original length, with no material edited out. Of course the story line will remain the same, but one can hope that a few of the continuity problems can be fixed, and that the voice acting can be rid of some of the "uhm's, oh's and wow's" that dominate some of the scenes. Streamline also has gained the right to produce The Sentinels...

Also coming from Streamline are the video tape releases of Lensman, Robot Carnival, and starting soon, The Secret of Blue Waters. Each Blue Waters tape will contain 1 episode and cost $14.95. It will be available through comics shops ONLY.

What's News? * October, 1991

Taken from the pages of Newtype, Anime V, Animedia, Animage and other sources

Anime Data Sheet

New Laser Disc Releases*

DATE	TITLE	TIME	PRICE	DISTRIBUTOR
8/31	Record of Lodos Wars vol. 11 (of 13)	30	4,800	Madhouse*
9/5	Y's vol. 7 (of 7)	30	4,500	King Record*
9/6	Slow Step vol. 4 (of 5)	45	5,800	Toho/EMI
9/16	Shrato OAV 1 (of 6)	30	5,800	King Record*
9/21	Record of Lodoss Wars LD #5 (of 6)	55	9,200	Japan Victor
9/21	Samurai Troopers-Message vol. 5 (of 5)	30	3,900	Sony
9/25	Izumo	45	4,800	Pioneer LD
9/26	Gundam 0083 vol. 4 (of 12)	30	4,800	Bandai
9/26	Sazan (3x3) Eyes vol. 2 (of 4)	30	4,800	Bandai
9/27	1982-Otaku no Video	50	7,900	Tohiba
9/27	Escape! Zenon	60	12,381	Japan Victor*
9/27	Ozanari Dungeon vol. 1 (of 3)	30	6,800	Toshiba/EMI
9/30	Record of Lodos Wars vol. 12 (of 13)	30	4,800	Madhouse*
10/4	Cyber City Oedo 808 Data 3 (of 3)	40	7,828	JHV
10/5	MP Patlabor OAV P-10 (of 16)	105	7,800	VAP
10/21	Mermaid's Wood	60	7,800	Shogakkukan
10/24	Kyukokurojin "R"	75	8,800	Bandai
10/25	Dragon Night	30	7,800	Polystar

Anime Television Ratings

For the Period: July 1-August 4, 1991

DAY	TIME	TITLE	RATING
Monday	4 pm	Anpanman 139-143	7.4
	6 pm	Getta Robo Go 21-25	7.0
	6^{30} pm	Metal Jack 13-16	8.4
	7 pm	Pygmario 32-33	6.0
	7^{30} pm	Yawara! 74-78	15.1
Tuesday	6^{30} pm	Saver Kids 20-24	8.0
	7^{30} pm	Oishimbo108-112	11.1
Wednesday	6 pm	Raijin-Oh 14-18	7.5
	7 pm	Dragonball Z 98-101	20.4
Thursday	6^{30} pm	Janken Man 14-18	8.9
	7 pm	Ashibe 13-17	9.6
Friday	5 pm	Cyber Formula GPX 16-20	2.2
	5^{30} pm	Ranma 1/2 Nettohen 83-87	9.3
	7 pm	Doraemon 464-467	17.2
	7^{30} pm	Secret of the Flower Garden 11-15	8.7
Saturday	7^{30} pm	Obotchama-kun 791-795	11.0
Sunday	8^{30} am	Magical Taruroot-kun 44-48	16.4
	6 pm	Chibi Maruko-chan 79-82	23.3
	6^{30} pm	Sazai-san 1127-1131	24.8
	7 pm	City Hunter '91 7-9	6.1

New Manga / Books / Mooks

DATE	TITLE and VOLUME NUMBER
9/10	Hikaru! Cha Cha Cha!! #6
9/10	Yes! #7
9/10	Magical Taruroot-kun #13
9/10	Eleven #20
9/17	Offsides #25
9/17	Combat High School #1
9/18	Tough #5 (Final)
9/18	Heavy Metal Cafe #4 (Final)
9/18	Yaiba #13
9/18	Baron #3
9/18	Dada #8 (Final)
9/28	Obotchama-kun #16
9/28	1 and 2 #15
9/30	Yawara! #19
9/30	Oishimbo #32
Sep.	Cyber Comics #35
Sep.	Gundam F90 (Gundam vs. Gundam)
Sep.	Aim For the Top! "Next Generation"
Sep.	MS Generation
Sep.	Neo-Magician Road
Sep.	ARIEL Comic #2
Sep.	Legend of Lemanear #1
Sep.	Sinbad #4

New Compact Discs

DATE	TITLE,etc.	PRICE
9/20	Otaku no Video S'dtrack	3,000
9/21	That's Atari Music vol. 2	2,500
9/21	King of the Monsters/SNK	1,500
9/21	CM Disco '91/CM Network	930
9/25	Omohide Poroporo/Instr. Col.	2,500
10/1	Magical Taruroot-kun/Tarako	900
10/1	Dragonball Z BGM vol. 8	2,800

All information provided in the ***Anime Data Sheet*** have been taken from the most reliable sources available in Japan. However, they are subject to error and correction. Should this be the case, FSTS will print the correction as soon as possible.

New Laser Disc information from Anime V, Oct., '91 pgs. 52-53
Television Ratings information from Newtype, Oct., '91 pg. 68
New Manga / Book information from Newtype, Oct., '91 pg. 70
New Compact Disc information from Newtype, Oct., '91 pg. 69

Hello and Welcome to yet another new feature here in the pages of FSTS the Anime Data Sheet. From now on, every month you will be able to find out all you need to know (and maybe more) about all of the latest releases from Japan, including new videos, compact discs, manga, and television shows. Since the section is new, a little explanation is due.

New Laser Disc Releases gives you all of the information and dates for new videos as reported by Anime V. In the future, and if there is demand, catalogue numbers may be added to the list. Starred items are for release on video tape only.

New Manga /Books/Mooks gives release dates & volume numbers for most new collected volumes of manga, as reported by Newtype magazine. If there is a demand for it, publishers and prices may be added to this list.

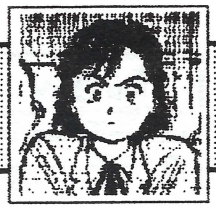
New Compact Discs gives release dates, titles, and prices for any anime or anime related music released as reported by Newtype and Animage magazines. If there is a demand for it, catalogue information may be added to this list.

Anime TV Ratings lets you keep track of currently running anime shows and how they are competing in the television market. The rating listed in the chart are an average of ratings posted over a five week period and reported in Newtype magazine. The rating is a percentage of the total viewing audience for that time period. In general, a show with a 5 rating or above is probably safe from cancellation, a 10 or higher signifies a true hit, and a 15 rating or higher means a show is particularly hot.

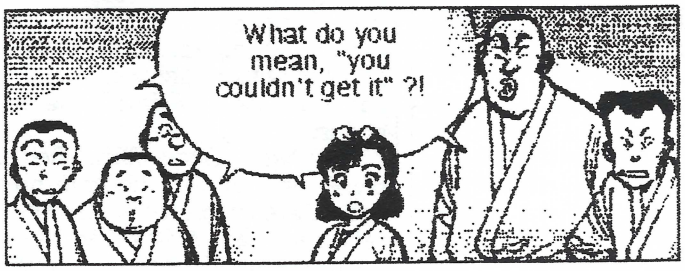
In all lists, I have tried to list as many items as my translating abilities (and time) allow me, whether or not I have actually heard of the item. Prices are listed in yen because the dollar=yen rate is interpreted differently at each store (a good guess at most stores is $1=100 yen). Finally, if you don't see something in these lists that you'd like to, let me know, and I'll try to include it the next time. For now, read, inform yourself, and ENJOY! dD

Yawara! (a fashionable judo girl)

Episode 13: "Yawara's heart is shaken by a Crisis!"
Based on the Yawara manga, Volume 3, Chapters 5-7 Aired: 90/1/25



What Happened to Episode 12?



Yes, that's right. Despite the best efforts of both Alec and myself, ***Yawara!*** episode 12 has eluded us. It is the first time this has happened, and it won't be the last. We both have the same source for the show, and that source is one of only two people I know who have a steady run of it. However, us friendly folks at FSTS wouldn't leave you hanging, would we? Of course not! So. . . slightly abridged, and adapted from the manga version, this is what happens in Yawara episode 12.

Tired of constant harassment by Sudo, Yawara has decided to take some action. She herds up the high school judo team, and with a threatening look in her eye, tells them that she is going to coach them for a match against Sudo. The terms: if they win, he leaves her alone. If they lose, she will go out with him. The team is sure they aren't up to the task, but Yawara is just as sure of her coaching. So, the training begins . . .

Meanwhile, coach Utenji is still working on getting Yawara for his school, but having a tough time convincing even Jigoro.

A stern yet encouraging Yawara congratulates her classmates on making it through their first workout. Once again she tells them that they are up to the task, and tells them they are to report for practice at 6 am the next morning. Unsteadily, they all agree.

The next morning, Yawara catches flack from Jigoro for skipping practice, but she eludes him and runs off to school. Along the way, she runs past Matsuda, who follows her and discovers her new coaching duties and decides to watch. Inside the dojo, now re-named as Yawara's school, diligent practice continues.

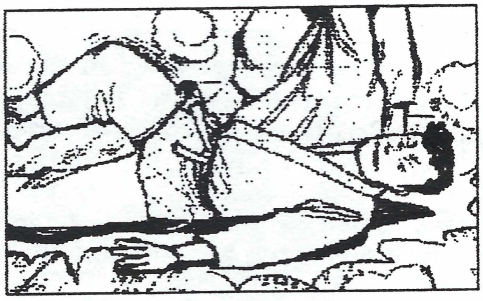
Afterward, Yawara writes a carefully worded letter to Sudo, inviting him to meet her at the dojo after school. Her friends warn her that the letter could be taken the wrong way, but she says that it will be OK, and that she is ready for any situation.

Indeed, when Sudo gets Yawara's note, he assumes it is a come on, and is not at all ready for what he is greeted with. Inside the dojo is Yawara, the school's Judo team, and about 40 of her classmates. At first, Sudo seems intimidated by the situation, but he recovers quickly and does some intimidating of his own by changing into his gi right in front of Yawara.

Soon, the match begins, with a couple of extra spectators outside. Matsuda is continuing to watch the strange goings on, and soon he is joined by Jigoro. When Jigoro sees what is going on, he becomes distressed, and does his best to stop things, but Matsuda keeps him in check as the match goes on . . .

With Yawara as referee, Sudo faces each remaining judo team member (remember: Hanazono has been out of action since episode 11 -dD), and is beat by all with simple foot sweeps and throws. The contest ends with Sudo on the floor, his pride severly injured, and Yawara cheering on her "team". Unable to handle defeat, Sudo charges Yawara, but she levels him as well, only harder.

With the match over, the suggestion arises that Yawara become their permanent coach. She never gets a chance to answer, as Jigoro storms in, and storms out with Yawara. Sudo asks to become part of the Judo team and is accepted. All hope that Yawara was at least thinking of saying "yes"...



Episode 13

While Yawara has been keeping herself busy with coaching exploits (against Jigoro's will), Sayaka has been off to France with Kazamatsuri. Having to come back has been no joy for Sayaka, and she is making everyone suffer for it. Now her meal is totally unacceptable (even the caviar), and she will not let anyone eat.

She is about to complain loudly to the stewardess when a strange man gets up and brandishes a pistol. While everyone else cowers in fear over the hijacking, Sayaka thinks of it as a golden opportunity to attract more press coverage to herself. What she does attract, however, is the attention of the hijacker, who apparently has decided who his first victim will be.

Kazamatsuri's pleas and Sayaka's stray comments do nothing to aid their cause, so Kazamatsuri decides to charge the man. His courage fades the second the man's pistol is pointed at him, but he has given Sayaka the second she needs to take action. Moving quickly, she gets under the man and throws him to the ground, kicking the pistol away from him in the process. Her confidence back, she proclaims, "That was a pretty sloppy hijacking if you ask me!" The rest of the passengers are in awe.

Back on the ground, the press awaits, just as Sayaka had predicted. Despite efforts from Tokunaga, Kazamatsuri will not meet the cameras. Sayaka, on the other hand, is much less shy. Grabbing a microphone away from one of the reporters, she makes light of the event and uses the exposure to once again goad Yawara into competing against her.

Watching at home, Yawara is angered that Sayaka would use the event as yet another dig at her. Jigoro suggests that she could end that by competing. Yawara is totally against that though, and yells that she is tired of both Sayaka and Jigoro goading her into doing more with Judo. She leaves in a huff.

The next day, Coach Utenji has called a press conference to go over the details for the upcoming All Japan women's judo competition. Joining him is Jigoro, who tells them all that Yawara will indeed be there. He goes on to brag about how her training will make her the top competitor, but when asked about this training, all he will say is, "It's a secret." Matsuda asks if Sayaka will join the competition as well, and Yutenji says she will. With that, all of the reporters dash out of the room to try and get an interview with Yawara.

Two steps ahead of everyone else, Matsuda has already arrived at Musashiyama High School and catches up to Yawara, who is busy working with the judo team. He pulls her away, telling her that a herd of reporters is headed her way, and reluctantly, she goes. Away from the school, Matsuda tells her about the press conference, and immediately, Yawara wants off. She has no plans to fight in the tournament, and will give no interviews. Despite getting pounded on the head, Matsuda holds on.

Possibly in an effort to appease Yawara, Matsuda has taken her shopping at a fancy clothing store. She takes a liking to a particularly nice outfit, and Matsuda shells out the money for it. The saleslady thinks that the two are engaged, a fact which they both quickly deny.

A bit later, Matsuda leads on to a

fancy vacation home, and they are both awed by it's size and stature. As Yawara asks him who the house belongs to, he gestures to the beach. Down there, training, are Sayaka and Kazamatsuri. Matsuda talks about her determination and drive, but fails to catch the look in Yawara's eye. She is noticing the closeness in the two, particularity when Sayaka collapses and Kazamatsuri is there to catch her. Quietly, Yawara turns to go. Too late, Matsuda realizes that Yawara must care for Kazamatsuri. He offers her a ride back on his bike, but she has completely shut him out. She gets on a bus absentmindedly. Realizing she has no money, Matsuda tosses his wallet her way before the bus leaves him in the dust.

Later, Matsuda heads home with his head in the clouds, wondering how someone as nice as Yawara could be interested in a playboy like Kazamatsuri. He is so out of it that it takes a honk from an oncoming semi-trailer to get his attention. He manages to avoid a collision, but dumps himself, and his bike, into a nearby river.

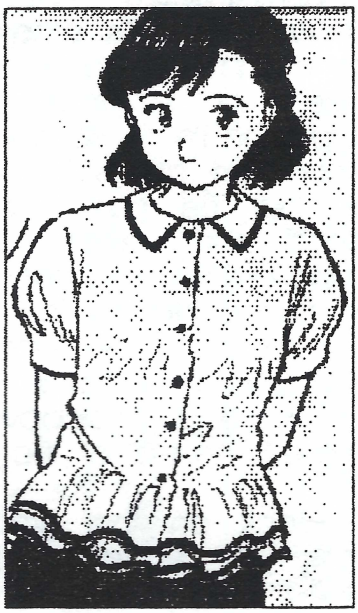
Wet, dirty, and with no other way to get home, Matsuda goes to Sayaka's summer home to see if he can get some help. Although he sneezes all over her, Sayaka seems willing to help, if only to get rid of him. His parting comment, though, gets her interest. Matsuda tells her and Kazamatsuri that Yawara is not interested in fighting in the judo nationals. When asked for reasons, he doesn't give any, but he does suggest that Kazamatsuri might be able to help change her mind. This causes a panic in Kazamatsuri (who has tried to hide his feelings for Yawara from Sayaka), and he suggests that Matsuda step out with him for a little chat.

Outside, Kazamatsuri plays dumb and acts surprised at the reasons for Yawara's attitude, but Matsuda is not fooled by the act. The two begin a polite argument about Kazamatsuri's casual attitude over her, and Kazamatsuri accuses Matsuda of caring for Yawara. Afraid to admit the truth, Matsuda turns to leave, but Kazamatsuri feels like getting a few more licks in. Meanwhile, watching in the distance, very frustrated, is Sayaka.

Back at the Inokuma home, Jigoro is putting on a show of his martial arts skills for his daughter. She is amazed at how good he still is. They both hear Yawara arrive, and wonder why she didn't come in and say hi. They knock and call at her door while Yawara lies in her room, on her bed, still thinking about Kazamatsuri.

Only 777 days until the Barcelona Olympics

synopsis by Dan Durkin



Ranma 1/2 Nettohen

Episode 16: "Attack on the Girl's Locker Room ?!"
Based on the ***Ranma 1/2*** manga, Volume 8, Parts 9-11 Aired 9002.23
Episode 17: "Demons also begin to run away from the Mansion"
Aired 9003.02

As another school day comes to an end, Ryoga has managed to makes his way back to the neighborhood near Furinkan High School. At a corner store, he practices a speech he wants to give to Akane. In it, he tells "her" (actually a toy frog) that he will soon be a complete man again. He tries to go on and say that he loves her, but even when Akane is not around, the words are extremely hard for him to say.

In the midst of his preparations, Ryoga is interrupted by Happosai, who uses him as a springboard to escape from Akane and her classmates. With Happosai gone, Akane stops her lynch mob long enough to plan their next move. It's about this time that she realizes that she is standing on Ryoga.

The two walk towards Akane's home. She asks if he is here to visit Ranma, but he tells her, "I didn't come to see him. I came . . ." Akane looks inquisitive, but Ryoga has lost all of his courage. He hands her a book, and tells her he wanted to give it to her. Akane thanks him for his kindness and leaves. As Ryoga begins to berate himself, he hears a voice that sounds like Akane's asking for a good-bye kiss. A flustered Ryoga turns around to deal with the situation, only to find that it is just Ranma-chan messing with his head.

"Fine way to treat someone you haven't seen in a while," complains Ranma-chan after taking a few lumps for her joke. They trade turns calling each other a weirdo, but Ryoga says that that will change for him. He won't be P-chan for much longer. He pulls out a map that Ranma quickly snatches away, and after a game of keep away, Ranma discovers that it shows the location of a Japanese Nannichuan.

Returning to the Tendo bath, Ryoga explains the legend of the Japanese Nannichuan. Apparently, ages ago the farmers in the area had been having problems with wolves attacking cattle, eating chicken eggs, and chasing the farm hands. Along came a gentleman from China, who claimed he could help. He created a pool that changed all of the wolves into men. Soon the men attacked the cattle, ate chicken eggs . . .

With the spring in the area, Ranma sees a perfect opportunity to change back into a man for good. With a little convincing, Ryoga holds off until morning, and lets Ranma come with him. Soon, Ryoga shows off his complete lack of direction, and Ranma takes over as leader.

As they file into school, Akane assures her friends that they will not have a problem with Happosai today. She has a plan. Happosai, on the other hand, is to busy ironing yesterday's booty to realize that school has began.

Near the school, Ranma-kun and Ryoga have found the first marker to locate the Nannichuan. 100 steps away from the wolf statue will be the exact location of the spring. The two race toward the location, and are almost leveled by a torrent of PE equipment. Ducking out of the way just in time, Ranma realizes that according to the statue and map the Nannichuan is located in the Girl's locker room of his school, and that he and Ryoga had just set off a trap intended for Happosai.

At home, Happosai gleefully watches aerobics on TV, and keeps an eye on the time.

With no other options, Ranma-kun changes to Ranma-chan and dresses up in a school PE uniform. Realizing that Ranma intends on entering the locker room as a girl,

Ryoga protests. After all, Akane is dressing in there. However, when Nannichuan is concerned, there is no thing as an obstacle to Ranma, and soon he is off.

At the door, Ranma-chan listens closely and enters boldly, only to have a tea kettle of water dumped on her head (another trap for Happosai). As attentions shift to the door, all of the girls catch a glimpse of Ranma-kun dressed in a girl's PE outfit. His embarrassment is further compounded when other girls see him from out in the hallway.

After taking his frustrations out on a tree, Ranma-kun decides to try another tack, splashing Ryoga, and dumping him in a window of the dressing room. The girls recognize the pig immediately, and call Akane over. Happy to see him, Akane gives P-chan an enthusiastic hug, but the contact is too much for his system, and he passes out with a major nosebleed. Realizing that he has made an error, Ranma-kun goes in to reel out P-chan. This aggravates Akane and her class even more.

Later, Ryoga is still out of it from the experience, and Ranma is still smarting from the beating he got. Before he can get through to Ryoga, Ranma is forced to hide because Akane has come looking for him. Akane finds Ryoga and tells him of all the strange things Ranma has done today. In an effort to help, Ryoga offers to guard the locker room. Akane accepts.

When it looks as if no one is around, Ranma once again tries to get inside the locker room. However, his entrance through the window has set off another trap,

followed by an attack by Ryoga. Thinking of Akane has completely gotten his mind off of the Nannichuan, and Ryoga fights viciously. Happosai arrives, though, and makes little work of Ryoga. As he collects underwear, Happosai thanks Ranma for his help, thereby making all of the girls (hidden in the lockers) thinks that Ranma was actually helping the old man steal their underwear. Happosai then creates a diversion to escape, and with no other option, Ranma joins him.

Geared up for combat, Akane and her classmates wait outside for another attack. Meanwhile, Ranma gets ready for his next diversion. Dressing up Happosai in a frog suit, Ranma readies a basketful of creepy-crawly bugs and reptiles to hurl at the girls. Then Ranma-chan disperses the creatures. The trick works for everyone except Akane, but Ranma-chan hurls Happosai (in costume) at her to keep her busy. With all of the girls gone or passed out, Ranma-chan sneaks into the school.

Inside the locker room, Ryoga is still standing guard. When the door opens, he hurls a chair at it without checking to see who it is. It is Ranma-chan who gets hit, but Ryoga doesn't recognize her in a school dress and glasses, and Ranma uses that to her advantage. Just before exacting a knockout blow, Akane interrupts Ranma-chan with some hot water. Ranma-kun finally tries to explain that he is looking for a Japanese Nannichuan, but Akane won't hear it. She hand him an armful of underwear and asks him to stop taking theirs. Frustrated, he tries to explain again, but Akane tells him he's a lousy liar. Ryoga tries to join in, but Ranma reminds him that he is the reason that they are there. When Akane hears this she wonders why Ryoga would be interested in a Japanese Nannichuan. She figures that it must be because he is really interested in helping Ranma. This leads Ranma to say, "Maybe Akane could help you out, P-chan." Ryoga denies being P-chan, and a vicious fight breaks out. Ryoga uses his "exploding point technique", and soon a torrent of water springs from the floor, carrying Ranma-chan and P-chan with it. Akane wonders if this might be the Nannichuan, but soon a janitor comes and asks who broke the water main.

Outside and up a tree, an angry Ranma-chan is hazing P-chan about the lack of a Nannichuan. As she rants, a big vase comes flying from the girls locker room,

landing on her head. As Ranma reads, it becomes clear that Ryoga's map was right. This vase is part of the mystery of the Japanese Nannichuan.

Episode 17

Having "discovered" a large vase related to the Japanese Nannichuan, Ranma and Ryoga take it to Shampoo's great grandmother for an explanation. She instantly recognizes it as something from Jyusenkyo. According to a legend, this is one of three vases needed to recreate the Nannichuan spring in Japan. Still, they need to find a red and a gold vase. Ranma gets mad at Ryoga for not having found the maps for all three vases, but in a way, he did. After close inspection, Obaba discovers the directions to the red vase carved into the blue one.

With a map drawn up by Obaba, Ranma, Ryoga, Shampoo, and Musu (as a duck) try to hunt down the red vase. Along the way, Ryoga and Ranma constantly fight over the map, with Shampoo helping out Ranma whenever she can. One particularly well placed kick sends Ryoga over a guardrail and into a river, and P-chan gets left back again.

As the rest of the group trails off, Akane finds P-chan floating by. She also sees Ranma running away with Shampoo and wonders what's up.

Counting off the steps, Ranma discovers that the vase is in a mansion. Wondering who might live in it, he checks the nameplate, and is in for a shock; the mansion belongs to Kuno. Off in the distance, Akane, P-chan, and Musu continue to follow Ranma's progress.

Inside the mansion, Kuno is taking his bath and reading. His literature inspires some great visions, but Sasuke arrives to bring him out of it. Kuno shows his usual respect for his staff, and continues on with his bath.

Ranma and Shampoo have snuck over the mansion's walls, setting off a torrent of booby traps and alerting Kuno of their presence in the process. Kuno sends Sasuke off to deal with the intruders, as he continues to daydream.

Sasuke arrives on the scene and threatens his unseen foe, but is completely surprised by Ranma, who sneaks up from behind. Sasuke tries to catch Ranma up in one of his traps, but it doesn't work, and Shampoo kicks him and tells Ranma to continue looking for the vase. Angry at the failure, Sasuke kicks his contraption, and suddenly it is working . . . on him.

A ways away, Akane is attempting to sneak in as well, to see what Ranma is up to. She targets the house, but tips off Kodachi, and in defending herself, lets Kodachi know that Ranma is somewhere on the grounds. A fight ensues, with P-chan and Musu doing their best to help out, but Kodachi backs all three into yet another of the booby traps on the grounds before looking for Ranma herself.

Ranma and Shampoo continue to search the grounds, but are finally caught in one of Sasuke's traps and sent into a pit. There, they run into Akane & company. Ranma begins to explain about searching for the vase, but they are all interrupted by Sasuke, who starts up his trap, which looks like a giant hamster wheel with huge ping pong balls in it. Sasuke does his best to attack Ranma, and everyone else does their best to attack Sasuke. Outnumbered, Sasuke knocks out a panel that opens up holes in the floor, and everyone falls out, separated again.

Akane winds up pinned to something that looks like a huge dart board. Sasuke is having such a good time laughing over this that he fails to notice that Akane has freed herself. She gives him a good boot to the head, and along with P-chan and Musu, she leaves to find a way back to the surface.

Ranma's dreams of winning the vase from Kuno are spoiled, as he wakes to find himself and Shampoo at the bottom of what appears to be a giant blender. Sasuke makes matters worse by beginning to fill the compartment with water . . .

Kuno continues to dream, as Kodachi keeps looking for Ranma, and the water level rises in the "blender". Akane, searching both for Ranma and a way out, partially succeeds, as P-chan trips the switch to the stairs outside.

As the water in the "blender" nears the top, blades at the bottom come on, dashing any hopes staying dry. Surfacing, Ranma-chan discovers that Shampoo has latched onto her . . .

The passage that Akane found leads out to Kuno's bath, and there she overhears Sasuke report on having trapped Ranma. Akane decides to show herself, and demands to know where Ranma is. Kuno ignores the request and asks Akane for a date.

Having too much contact with Shampoo has made Ranma-chan crack, and she instinctively begins using Neko-ken (lit.="cat fist", see Nettohen ep. 2) to get out of the "blender". Ranma-chan's exit comes right through a wall and on to Kodachi, who still is looking for Ranma. The title wave of water takes them both into Kuno's bath.

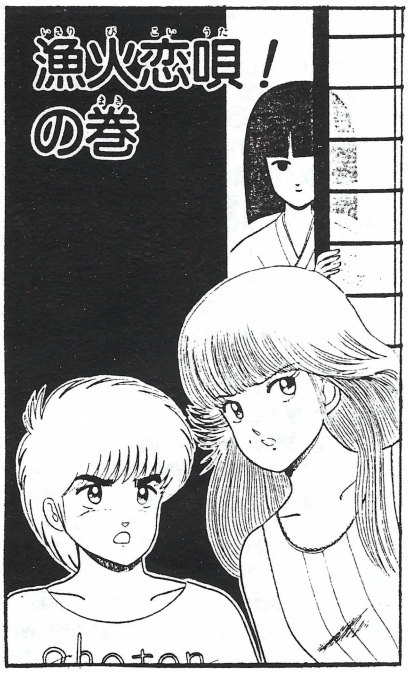
With all characters in place, a melee begins, with Kodachi and Shampoo fighting over Ranma, Musu (thinking it is Shampoo) hugging Ryoga, and Kuno attacking Ranma. The fight stops as Kuno hits a rock and reveals the red vase. Kuno claims it is a family heirloom, and says that Ranma can't have it. Ryoga steals it from Kuno, and together the play a game of keep away as Kodachi goes back to attacking Akane and Shampoo. Sasuke trips yet another of his contraptions, which turns the bath into a geyser and sends everyone flying. The vase falls outside the grounds and on top of Happosai, who continues on with it. Everyone continues the chase, following Happosai.

To be continued

Synopsis by Dan Dutkin

Kimagure Orange Road

Episode 18: "Madoka's Big Challenge! The Big Wave Legend at Ghost Beach."
Based on the *Kimagure Orange Road* manga, Volume 3, Part 4



Summer vacation is in full swing for Kyosuke and his friends. They are on a ship to a seaside resort, thanks to some half-price coupons that Madoka was able to get. Madoka and Hikaru are so happy to get there that they waste no time and get to swimming, much to Kyosuke's surprise.

Later, they find out why it was so easy and cheap to stay at the resort. Every year on the first Monday in August, a big tidal wave comes ashore at this location. Since the resort is a mecca for surfing, there were people who tried to tame this monster at first; people who ended up dying. Now everyone leaves the resort for that weekend, and to attract tourists, the half-price coupons are given out. After explaining this, the last of the surfing crowd pulls out. Yusaku doesn't seem impressed. Seconds later, though, Kyosuke notices a beautiful female surfer gearing up for a ride. He wonders if she has heard about this killer wave.

At Kyosuke's home, his father is quietly trying to get some work done, but not having much success. Kurumi and Manami are pestering him to take them to the sea, to join Kyosuke. They suggest that he could do work there, and when that doesn't work, they remind him that the sea is really romantic, and that Kyosuke is alone with two beautiful girls . . .

Having had their share of swimming, Kyosuke and crew settle down to watch one of the locals fish and hear stories about the area. The old man tells them a story about a ghost that walks the beach here, a girl named Koto. When she was alive, Koto was the most beautiful woman in the village. The lord of her land asked her to come to his castle. However, she fell in love woth someone else, and ran away. The lord had the two hunted down, and they both perished falling off a cliff and into the sea. The story puts a scare into Kyosuke and Yusaku, but Hikaru seems to enjoy it. She says, however, that Madoka can't stand those type of stories. Madoka, of course, denies this. As the old man reels in his catch, Madoka's attention is taken to the sight of the only surfer in town. She tells Kyosuke the woman looks lonely.

Later that night, Yusaku runs into the surfer and gets spooked. Back in their room, he tells Kyosuke that he checked the register, and found out that she had signed in as "Koto". In the bath, Madoka runs into the woman, and notices a scar on her wrist. This reminds her of part of the old man's story that said that Koto had recieved an arrow in the wrist just before she went over the cliff. Madoka, too, begins to wonder if this woman might be the ghost.

After taking her bath, Madoka realizes that she left her shirt on the beach. Kyosuke offers to go with her. After all, there might be ghosts. Of course Madoka tells him that she doesn't believe in these things (she's a lousy liar), but nearly has her hair stand on end when Kyosuke tells her that the female surfer's name is Koto. To add to the tension, a bat passes by, leading Madoka to practically leap into Kyosuke's arms. With the threat gone, Madoka walks off in a huff to look for her shirt. She finds it, but sees something else, too. Raising her flashlight beam, she sees Koto, sitting on the beach, and passes out cold. Kyosuke freaks as well, but manages to hold it together long enough to try and protect Madoka.

As it ends up, it was not Koto the ghost, but Koto the surfer that Kyosuke talks

to. She is resting on the beach because she sliced her foot open on a broken bottle. She goes on to tell Kyosuke that the reason she is here is to pay tribute to her boyfriend, who died trying to tame the killer wave here three years ago. Kyosuke asks her if she was planning to try the wave for him, and she admits to thinking about it, but now with her foot . . .no. Finally, she decides to leave, and tells Kyosuke that his "girlfriend" is cute, and that he should take care of her.

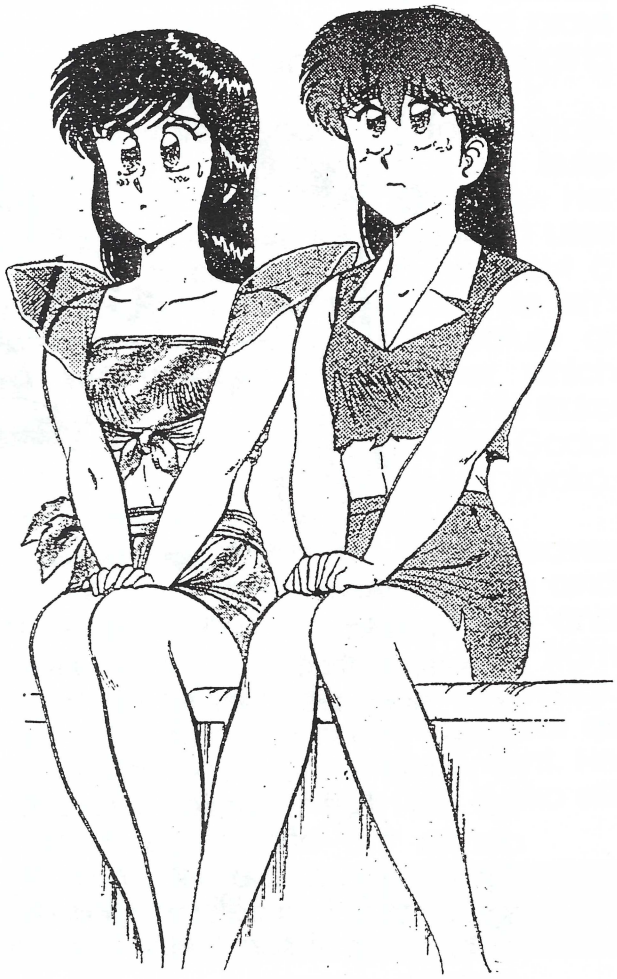
A little later, Kyosuke starts to take the still passed out Madoka back to the hotel. When she finally comes to, Madoka asks if Koto was really a ghost, and Kyosuke tries to lie and say she was. Already embarrassed, Madoka tries to get down with little success. The events of the last night have had their effect, though. Madoka has come out, surfboard in hand, to challenge the killer wave on behalf of Koto. Everyone tries to talk her out of it, but Madoka says she wants to do it, and that Koto's boyfriend will protect her. Thus said, she heads for the wave. Things look good at first, but inside the tunnel, Madoka catches something and begins to spiral helplessly down. Hikaru and Yusaku begin to walk out into the sea, Koto grabs her wrist in pain, and Kyosuke expends all of his powers, but still there is no sign of Madoka. Then suddenly, on the back of the wave, she appears, completely in control.

After she comes in, Madoka tells Koto that something pulled her out and saved her, possibly Koto's boyfriend. Now everyone is happy.

With plenty of vacation left, and the killer wave past, Kyosuke tries his hand at surfing, and finds out it is not as easy as Madoka makes it look.

synopsis by Dan Durkin

An *Idol* way to start the New Year. . .



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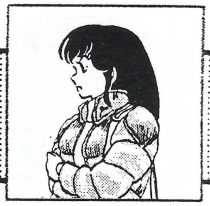
Starting in January. . .

Only in FSTS

Maison Ikkoku

Episode 7: "Godai's Suffering! He's In Love With Kyoko"
Based on the *Maison Ikkoku* manga, Volume 1, part 8



Godai is still reeling from the revelation that Kyoko is a widow. In what can only be described as a dream turned into a nightmare, Godai sees her at home cooking for Soichiro. He tries to tell her that Soichiro is dead, but she denies this and clings to a darkened figure, whom she still loves. Worse, the figure turns into Soichiro (the dog), which wakes Godai screaming, and ruining his curtains.

Outside the Ikkoku-kan, Kyoko is busy doing laundry, while Ichinose insists on finding a new husband for her. Kyoko simply shuts this out. She isn't interested, and besides, her love for Soichiro isn't dead yet. Her anger at Ichinose's suggestions surprises her, so she vents it at Godai, who has been watching this entire scene play out. She yells at him for not being at school, but he doesn't have class until the afternoon.

A little later, Godai is ready to leave, but on the way out he is surprised by Soichiro. Kyoko comes out to feed the dog, and finds Godai staring intently at him. As she tries to put the plate down, Soichiro is all over her, and she readily accepts his affection. With visions of his dream fresh in his mind, Godai protests her actions toward the dog.

With the hand print still fresh on his face, Godai joins Sakamoto and another classmate for coffee on campus. Godai tells them about Kyoko's "confusion" between her dog and her late husband. Sakamoto thinks that her behavior is troublesome, and not worth the effort, but his friend thinks that the idea of holding on to the memory of a loved one is great. To Godai, it is a frustration. His actions tip his hand, as the two figure out that Godai is seriously interested in Kyoko. Embarrassed, he reacts by denying their accusations, pounding his fist on the table, and (quite accidently) picking up the check. Outside, the two thank him for the snack, and continue on their way. Heading home, Godai has yet another dream of Kyoko, but this one is better for him. They are older, have their own house (with the other Ikkoku-kan tenants as staff), and are married. However reality, in the form of a well placed light pole, soon comes knocking.

Back home, Godai prepares his dinner (ramen noodles - food of the gods for the poor). Soon Yotsuya invites himself in for a bite, as he taunts Godai about his feelings for Kyoko. He tells Godai that he should propose to her, and that completely phases Godai. This allows Yotsuya to finish off the meal he had started, before absconding back to his own room, leaving Godai hungry and confused.

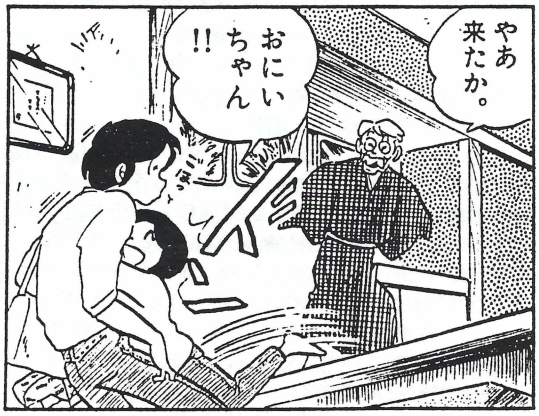
Downstairs, Kyoko is busy ironing. She steps outside for a breath of fresh air, and is once again reminded of Soichiro. She cannot ponder for long, as a call comes for her. It is her father-in-law. It

seems that Ikuko is in need of a tutor, and she has asked for Godai. Kyoko thinks that they could do better, but Ikuko comes on the line and insists that Godai is the only tutor she wants. Kyoko promises to ask.

Upstairs, Godai hears a knock on his door and assumes that it must be the party squad, and tells them to leave him alone. His tune quickly changes when he learns it is Kyoko at the door. She asks if he would consider tutoring. He does consider it. In fact he considers it so long that Kyoko isn't there when he decides.

The next day, Godai prepares to be a teacher. As he leaves, Kyoko catches him and asks him to deliver some snacks she has made to the Otonashi's. Giving him the package, Kyoko notices that Godai's collar is unbuttoned. As she takes care of the situation, Godai thinks about hugging her, but can't get up the nerve. She tells him to do his best, and sends him off. As usual, Ichinose and Akemi (who have been watching) have to give Kyoko a hard time about her actions with Godai.

Godai arrives at the Otonashi house, and is greeted by an enthusiastic



Ikuko. Her mother tells her to treat her teacher with a little more respect, and introduces herself. Godai doesn't seemed bothered by Ikuko's informality, though.

Back at the Ikkoku-kan, Akemi and Ichinose make disparaging remarks about Godai and a possible relationship with Ikuko, which sets Kyoko on edge. Although defending him, Kyoko actually puts stock in what the two say, and prays that she did the right thing by sending Godai over there.

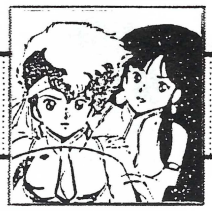
Meanwhile, Godai is doing more baby-sitting than teaching, as Ikuko doesn't care much for studying. Her mother brings in a snack, and Ikuko uses the break as an excuse to haul out a family album to show to Godai. He isn't interested until he notices a picture of Ikuko with Soichiro. The corner which should show his head is gone, and Ikuko isn't sure what happened to it. Still, Godai finds interest in the pictures of Kyoko, which entrance him.

Later than expected, Godai leaves the Otonashi house. Kyoko sits up and worries about the time, watching TV and picking up. Finally hearing a bark from Soichiro, she runs outside to greet Godai. He wonders if anything is wrong, but all she wanted to know was how it went. He gives her a nervous reply, and Kyoko still wonders if things went OK.

synopsis by Dan Durkin

Dirty Pair

Episode 18: "Sorry to run. We must overcome an enforcement bother!"



Kei and Yuri are on the planet Slum, in hot pursuit of a man named B.J. Both the WWWA and the Slum Police want to talk to the man, and they think he is staying in room 503 of the Hotel Dada. The girls charge in, surprising the man in the bath, and quickly come under fire. The ensuing gun battle spills into the hallways of the hotel, touching every corner of the building. Finally, they traps their man underneath a balcony, but Kei insists on having the final shot. In a garbage truck outside of the hotel, the man surrenders. "We've got you now, B.J." she says, and looking puzzled, the guy replies, "B.J.? Who is B.J.?" Worried, the girls check the photo they have of B.J. It doesn't match. Yuri points out that the man they were supposed to get was at the Hotel Dada in room 503, and at this point, the man they've caught points out their error. They are, or were, inside the Hotel ABA, the Dada is next door. The girl's hopes, much like the building they were just in, collapse immediately.

Trying again in the correct hotel, Kei is almost killed by a trap set up by an escaping B.J. Yuri "catches up" with her, and together they snare B.J. on their own terms. Landing, Yuri makes sure they have the right man by checking the photo. It matches. Kei makes sure he wont get away again, by popping an electric set of handcuffs on him. B.J. doesn't put much faith in them, so Kei demonstrates their effectiveness. He almost is able to turn the tables on them by getting Kei's gun away from her, but it is unloaded, and Kei decides to have fun with her handcuffs for a while.

Meanwhile, at the Slum Police Headquarter, the chief of Police is on the phone with Goulet, voicing concerns over the delay in getting B.J. to him. These concerns are carried on, as Goulet contacts the girls in their air car. After yelling at them for not following the plan, he tells them to get to the Slum Police as soon as possible. As it ends up, the police chief is tracking their movement.

Yuri decides that they need to fill up the car, and they make a quick stop at a fuel station. B.J. wants to get out for a breather, but Kei keeps him in place. Soon, they are off.

A little ways away, Yuri notices a warning light in the car, and B.J. thinks that it is driving funny. Kei removes a work plate and finds the problem. A bomb is attached to the underside of the car. More than that, it is just about ready to explode. After B.J. hauls Kei up, all three jump to an overhanging sign just seconds before the car smacks into oblivion. The police chief watches the tracker impassionately, and reports to Goulet that the car just blew up. Goulet is appropriately outraged.

Unsure of what to do, the three decide to continue on by taking the bus. B.J. uses the public exposure to get more familiar with Kei and Yuri. Following the bus are some dangerous looking men. . .

Yuri notices their "tail" and the bus driver begins complaining about a blockage up ahead. The girls take over driving the bus, taking out several of the blockading cars, but drawing gunfire for their actions. This gets the bus driver and passengers into things as the bus begins running into cars, and the passengers pelt the attackers with anything the can get their hands on. However, one car lands a tear gas cannister in the bus, and Kei, Yuri and B.J. are forced to run agai, this time down the sewers. Shortly, they are cornered again, but help comes in the form of a sewer cleaner, which sweep out the men shooting at them, but give Yuri a less than needed "bath".

The three surface, but their pursuers are still all around. They sneak into a cafeteria, where Kei finally contacts Goulet. He lets them know that B.J. is not the man's real name, and that he is supposed to be a protected witness in an upcoming syndicate trial. That is probably the reason that they have caught so much flak. Goulet assures them that things will go well, and that they should continue to Slum Police Headquarters as planned.

More confident in their actions, Kei, Yuri, and B.J. come out kicking, and take out the two men who had been watching them. Then Kei makes a startling discovery. The men who have been trying to kill them have all been police officers! As the police chief is conferring with Goulet, Kei chimes in, reporting her latest discovery. This causes the chief to show his hand, drawing a gun on Goulet and shooting him.

Kei gets through to Goulet just soon enough to be warned of the gauntlet that the Slum police chief is setting up for them. He tells the girls to protect B.J. at all costs. The girls drive through a torrent of gunfire and straight into the police headquarters. At a disadvantage now, the police chief runs for his life as Yuri steers their truck through the building. They stop just short of running him over, before Kei forcibly arrests him.

As Goulet is taken out of the building on a stretcher, he tells the girls they did a good job. He doesn't even seem mad about they building they trashed looking for B.J. anymore. Things look good as they leave the scene, that is until the police building begins to topple. The only solution . . . RUN AWAY!!!!!

Mobile Police Patlabor

OAV Volume 3: "The trap of 450,000,000 Years"

It's nighttime. The lights of Tokyo are in the distance. A single car sits on a dock in Tokyo Bay. A man gets out of the car while the other occupant remains inside and listens to the radio. Suspicious after hearing some strange noises, she looks around and is surprized by . . . something. The man returns to find an empty dock.

A steel drum floats out in the water with a statue on top of it. On shore the members of Section 2 watch as Ota tests a new labor weapon: a 90 mm riot shotgun. Ota fires, taking the barrel in one shot. Shiego is excited at the successful test of his invention. Sakaki and Captain Goto seem to be a little worried about the power of the weapon. Their discussion of the weapon is interrupted by the arrival of police detective Matsui.

Matsui relates the story of the car's eerie disappearance to Sakaki and Shiego. He tells them that the girl was later found unconscious on the beach and that it seems as though something physically pulled the car off the dock and into the water. Matsui says he is here to recruit Shiego to pilot the Nautilus, a marine exploration labor, to investigate the car's disappearance. While waiting outside, Asuma and Noa watch a man with an eyepatch being forcibly removed from the building. As the man leaves, an excited Shiego comes running out and tells Asuma and Noa about piloting the Nautilus.

On a ship out on Tokyo Bay, Shiego sits at the controls of the labor. The labor sinks to the floor of the bay. Once down, Shiego starts up the labor and begins the search as Sakaki and Matsui watch. Finally they spot the car, but before they can investigate it, the sonar picks up something. A large, fast moving object is approaching the labor. Shiego turns the labor to see what is approaching. In the control room, all of the labor's monitors go dead.

"MYSTERIOUS SEA MONSTER CRUSHES LABOR WITH SINGLE BLOW!" screams the headlines with pictures of the badly damaged Nautilus. Clancy is skeptical, but Shiego insists that before the labor was destroyed, he saw a shape like a huge primordial monster. While talking about the strange shape, a large package of dry ice is delivered for him. In the office, Captain Goto is informed by Matsui that the case has been referred to the Self Defense Force. Shinobu also informs Goto that she was able to convince their superiors to assign Section 2 to the case as well.

A news anchor reports on the preparation to hunt the monster that destroyed the Nautilus. Asuma, Clancy, and Noa are catching a bite to eat. Noa is excited about the hunt, and Clancy is still skeptical. Asuma just seems to be hungry. As the singer on the TV sings a familiar song, a strange man with an eyepatch walks in. Asuma recognizes him as the man thrown out of the police building.

Back in the one-eyed man's lab, we learn that he is a scientist, and he knows the origins of the creature. He explains that ten years earlier, he provided the theory of Panspermia: that life was brought to earth by spores from outer space. He proved it by finding alien spores in a 500 million year old meteorite that dates back to the Cambrian era. Using genetic engineering, he was able to derive all earth species from the development of the alien spores, but frightened by its rapid growth, he threw the meteorite into the bay. Now he is sure that it is getting ready to reproduce, and that it's offspring will take over the world.

Back at the headquarters, preparations continue, and Clancy joins in. Section 2 pulls out to a cheering crowd of mechanics that soon become cheering crowds all along the road to the docks. The creature is detected at nightfall, but quickly disappears. The defenders try to come up with a plan to draw out the creature. They reject the "High Voltage Electricity" strategy, the "Underwater Super High Sound Wave" strategy, and the "Persuasion Through Tears" strategy. Meanwhile, Shiego is spotted out by the bay with his "Oxygen Destroying Bomb" (a glass case with dry ice inside). Sakaki tackles Shiego and the bomb into the water, awakening the creature.

The creature heads for the docks, causing the policeman on the dock to evacuate. Noa stares as a giant man stands up in the bay. Hiromi runs up to the end of the of the dock and stares at the creature. The monster stares down at Hiromi. By some strange twist of fate, the creature has evolved with a face that is a mirror image of Hiromi's

Asuma speaks as the monster leaves. "It was very theatrical and disappointing end to the story. The last we heard, an American submarine saw it passing back into the depths . . . It was like a dream. We never even had the chance to name it."

Synopsis by William Piffer
from Sweet Deformed Sushi, July, 1991
Courtesy: Rocky Mountain Fanimation

Kimagure Orange Road

"Unexpected Situation"
c. 1991, Toho Films, 25 minutes

Once again, Kyosuke is plagued by his dreams, and this one is a doozy. Standing in front of him, dressed in nothing but a towel, is his cousin Akane. She asks him if he loves her, and he says she shouldn't ask such questions because they are cousins. Not listening, Akane "throws in the towel", and suggests they make love. Cornered, Kyosuke makes one final plea for her to stop, but Akane continues to move in . . .and Kyosuke wakes up screaming. While he is relieved to find out it was a dream, he is scared to think of what it might mean. Suddenly he wonders if he has woken up, as Akane is staring him right in the face. Trying to act cool, Kyosuke asks her what she wants. With great force, Akane replies, "Kyosuke, will you be my boyfriend?" Seeing the confusion on Kyosuke's face, Akane explains . . .

The day before, Akane had been at the Abacab, admiring Madoka (for those of you who don't remember from **Hurricane! Disguise Girl Akane.**, Akane *likes* girls, and Madoka in particular.), when two of her classmates came in. They gave her a hard time about staring at Madoka, as well as her lack of a boyfriend. Then they went on to brag about all of the things that they were doing with their boyfriends. Having enough, Akane tells them that she has a boyfriend as well. Her friends are incredulous, but Akane insists, "I'm not lying. Tomorrow I'll give you proof." So now, all she needs is the proof.

Kyosuke can't believe that Akane got herself into such a situation, but he is not without some pity. After making her promise that she won't take advantage of the situation, and that he won't have to do this repeatedly, Kyosuke agrees to be her boyfriend for the day. Then he goes on to wonder aloud why she is even making the effort. After all, she's not even interested in boys. Akane tells him to keep his advise to himself.

Kyosuke gets dressed, and the two go to meet Akane's friends, Michi and Chieko, at a park in Kyosuke's neighborhood. They give him the once over, much like one would cattle, and find plenty of faults. To boot, they are not convinced that he is Akane's boyfriend. To help her case, Akane tells them that they can join them on their date today. "So," she asks him, "where are we going today, Kyosuke?" Kyosuke is left speechless.

Back at the Kasuga home, Hikaru is disappointed to find out that Kyosuke is not home. She had gone to some extra trouble to get tickets for a concert that she had wanted to see with him. Manami tells her that he left with Akane earlier and hasn't been back since. However, Kurumi holds out some hope. "Whenever he is short on money, Kyosuke can usually be found at the pool," she tells Hikaru. Hikaru, overjoyed, thanks them and charges off.

Sure enough, Kyosuke is at the pool, and smarting because he had to pay for everyone. Still, his anger doesn't last long, seeing that Akane and her friends are having a good time. For a second, he is surprised, thinking that Hikaru has found him, but instead it is the walking hormones, Komatsu and Hatta, who are at the pool for a day of girl watching (and face slapping, one would assume . . .). They are barely gone when Akane comes up and gets "friendly" with him. He wonders what's up, but Akane subtly points out that Michi and Chieko are watching. When they come close, Akane asks them if they are satisfied that he is her boyfriend. They aren't. They claim that friends, and even cousins hug and get close. Akane nearly panics at the suggestion that they could be cousins (after all, they are). Kyosuke is just uncomfortable at their closeness. Flustered, Akane asks them what they could possibly want as proof. Michi and Chieko begin to smile . . .

Kyosuke and Akane are shocked to see that what the girls want them to do is share a drink with each other (This is called a "kansetsu no kisu" or indirect kiss. In a country where closeness in public is shunned from, this is considered an acceptable public display of affection.). At first, both Kyosuke and Akane try to back down from the challenge, but when Michi and Chieko insist that they are lying, Akane goes straight for the glass. They are about to begin, when they notice someone pounding on the window. It is Hikaru. Of course, Kyosuke acts shocked, and Akane's friends ask for an explanation. "She is Kyosuke's . . ." "Kyosuke's?!?" ". . . Kyosuke's classmate." "Classmate, huh?" Realizing that a potential land mine is in their area, Akane creates a problem to solve, and takes Kyosuke outside to help solve it.

Outside, Kyosuke wonders why Akane is so agitated. Akane tells him it is because she doesn't have her purse. Kyosuke says he will get it, and asks where she left it. She overreacts to this question, but checks herself and tells him that she doesn't remember. She asks him to look over at the pool, and as he leaves, she says, "Take your time!!" With Kyosuke gone, now she can deal with Hikaru.

Hikaru is still outside the pool's cafe,

wondering where Kyosuke went. Akane, making herself look like Kyosuke, approaches her and tries to throw water on her coals as quickly as possible. Akane does her job too well, calling Hikaru troublesome, and telling her not to see him again. Inside the cafe, Michi and Chieko wonder what Akane is saying to that girl. Hikaru can't believe what she has just heard from her "darling", and leaves the pool bawling. As she leaves, Kyosuke comes back, blaming Akane for sending him on a wild goose chase. He wonders what is wrong with Hikaru, but Akane quickly derails that train of thought, and reminds him that Michi and Chieko are waiting.

Back inside, they finish off the drink together (although they look exasperated), to the amazement of Michi and Chieko. Akane again asks them if the have enough proof. Chieko seems satisfied at first, but Michi still is holding out, and she gets her friend back behind her. When Akane asks what else they could have in mind, they get a couple of real colorful suggestions, but no real answers. Finally fed up, Akane tells them, "Alright, I know what you really want. Come to my house and you'll see . . ." Her suggestion strikes a bit of fear into everyone, no one more than Kyosuke.

Meanwhile, Hikaru has gone running to the Abacab, to cry on Madoka's shoulder. After having the situation explained to her, Madoka actually defends Kyosuke's action, telling Hikaru she's sure he had a reason for acting as he did. She assures Hikaru that she will look into the situation as soon as she is off work, and placates her in the meantime with a glass of iced coffee. To herself, she wonders what Kyosuke could be up to now.

Nightfall has come, and at Akane's house, the liquor is flowing freely. Michi and Chieko are anxious to see what Akane has in mind, but Akane is in no hurry to act yet. "After all, the night is still young. Riiight, Kyosuke?" Their nerve tested, Michi and Chieko dig in for a long night.
Madoka calls from just outside of work, to find that Kyosuke has not arrived home yet. She almost lets the situation pass, but thinks of Hikaru, and asks Manami if she could take her to Akane's house.

Back at Akane's house, the alcohol is finally having the desired effect. Michi and Chieko are very tired and have to go home soon. They want to see what Akane has to show them. Now, it seems as though Akane is ready. Getting up unsteadily, she turns to Kyosuke and suggests they have sex (actually, her suggestion is even more crude than that...). This seems to sober everyone up. Michi and Chieko ask her if that is alright, and she says, "Naturally. After all, we are lovers. Right, Kyosuke?"

Akane leads a reluctant Kyosuke up to her room, and practically throws him in. Visions of his dream come back to him, and he wonders if it might come true. Akane stops short of letting her friends watch, and Michi and Chieko wonder what they should do. Then they hear the moans coming from inside the room. "So bold. . ."

Outside of Akane's house, Madoka, Kurumi and Manami have arrived. Manami tells Madoka that their aunt and uncle aren't home, yet Kurumi finds the door open. They go inside, and find Akane's friends with their ears pressed to the door. Manami asks what the are doing, and Kurumi asks where Akane is. All that Michi and Chieko can do is point to the door. Akane's moaning continues, and she calls out Kyosuke's name. While Kurumi and Manami think the worst, Madoka takes action, pounding on the door in anger. The door pops open, and they see . . .

Kyosuke sitting in a chair next to the bed, looking over a very drunk and very sick Akane. He tells them all how desperate Akane was to prove she had a boyfriend, and castigates Michi and Chieko for making her go to such great lengths. Meanwhile, Akane sleeps uneasily.

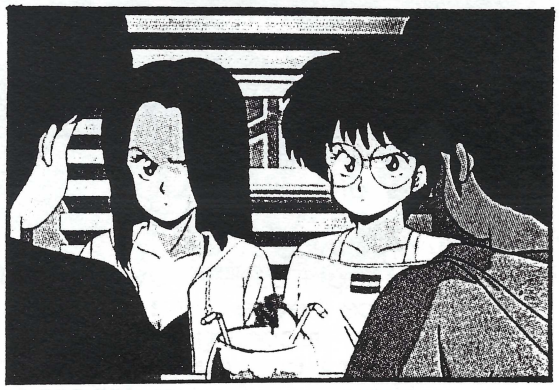
Walking home, and feeling like the heels that they've been, Chieko and Michi both admit that they had no right to press Akane, seeing as they had no boyfriends themselves. Then they realize. . .they've been lying to each other as well!

Also on the way home, Kyosuke is filling Madoka in on all of the details. She gives him a hard time about it, asking him if he was certain that she wasn't serious. Thinking back to her room, and the poster on the ceiling that no one saw, Kyosuke assures her that he had no worries at all.

The next day, Akane meets her friends on the way to school and gives them a hard time about their "boyfriends". Together, the three make a pact never to have boyfriends (one I'm sure Akane will have no trouble keeping...), and they test it out right away.

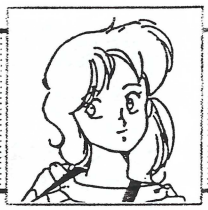
"And so Akane's summer worked out well. As for my summer..." Kyosuke sits at the Abacab, facing another "kansetsu no kisu", and knows he won't benefit from it, no matter how he acts.

synopsis by Dan Durkin



BubbleGum Crash 1: "Illegal Army"

c. 1991, Artmic, AIC, Polydor
45 minutes



The year: 2034. The place, Neo-Tokyo. News about Genom has slowed to a trickle, and there have been no recent sightings of the Knight Sabres, but that doesn't mean that there has been a halt in crime. If things had been at a Crisis before, they are just about ready to Crash . . .

It is the close of another business day at the Groly bank, and as some of the staff leaves, they bid their cybernetic bank guard a good night. It won't be. A suspicious looking trailer pulls up, and the guard gives it 10 seconds to move. Before he can begin counting, the guard takes a shot to the head, as an army of mecha spill out from the back of the trailer and forcibly enter the bank. The robotic guards prove to be no match for the mecha, and soon the bank is overrun. However, before the last robot falls, a call is gotten off to the AD Police.

The AD Police sends out a massive force to the bank, while the robbers begin working on the safe. A fortune of gold bars is found. A hit and run burglary, the mecha make it back to their trailer quickly. However, the AD police have been quick also. The trailer is surrounded. Leon, who is leading the task force, gets out and instructs the robbers to give themselves up by the count of three or be fired upon. Dailey doesn't think they'll comply.

The count starts. Leon gets to 3, but at this moment, the trailer starts up and heads directly towards him. He orders the men to fire, and they do. It has little if any effect on the trailer, which tears through AD Police lines, before getting away.

It's obvious that the AD Police could use some beefing up, but instead of getting hardsuits of their own, as Leon suggests, their new chief seems to think they need more men, and shows them a public service ad that will be used for recruitment. Leon still isn't impressed. He and Daily continue to talk over the problem at a coffee house. As they get around to the previous night's robbery, Leon finally gets his coffee...grounds. As the manager apologizes for his mechanical help, Leon and Dailey notice that there have been more problems with machines lately. With Genom apparently gone, they have not had to deal with Boomas, but the quality of all other robotics has gone down too. Also, the Knight Sabres have been mysteriously silent. Maybe they've found new work . . .

At a recording studio, a noticeably reserved Priss is busy cutting a demo track. While the performance is flawless, the song is wildly out of character for Priss. Nevertheless, her new manager is impressed. He tells her that she is ready to hit the big time, and that she will start tomorrow on her first record. Priss is ecstatic. It had always been her dream to be a professional singer. She is so happy that she doesn't even catch the part about coming to the manager's room to sign contracts, and leaves so quick that the manager never has another chance to try that line again. Out on the road, Priss is in a celebratory mood, so she red lines her bike.

At the Amarok Stock Company, Linna is taking her hand at another career as well. Thanks to a little computer help from Nene and a great deal of luck, she has managed to make a killing. She couldn't be happier.

That night, Priss, Linna, and Nene meet at Club Discovery. Nene is visibly frustrated with both of her friends new found careerism. She asks them if they know where Ceila has gotten to, and none of them are sure. They go to the Silky Doll, only to find that it is closed for remodeling. As they drive around the city, Nene voices her fears of the disbanding of the Knight Sabres. She insists that there is work they should still do, such as dealing with the bank robberies, but it looks as if Linna and Priss' new careers may prevent them from doing any of it. Priss and Linna don't seem concerned. This troubles Nene.

At yet another bank, the army of mecha is committing another robbery. This time they come in through the skylight and gas everyone in the room, before gunning down the robot guards. In a safe deposit box, the leader finds what he is looking for. It doesn't look valuable, but obviously he is pleased by his find.

The next day, news of the robbery is reported on TV, complete with an editorial (by a very Headroomish reporter) on the recent ineffectiveness of the AD Police. Leon comes into the ready room and reprimands his men for watching such propaganda. When his speech seems to have little effect on his men, he goes to the shooting range. There Nene meets him, and tells him she has information on the powered suits from the robberies.

They go to the computer room, where Nene hacks out the specs on the suits for Leon, for a price. She goes on to get information on where they've been seen before. Apparently these suits have been carrying out terrorist acts around the world for over three years. However, their leader, a former Neo NATO officer named Landow, was supposedly killed a year ago in the

Philippines. Whatever the case, Nene tells them, they are back, and the AD Police will have to do better.

In an undisclosed location, Landow brings his latest theft to an AI (artificial intelligence), which determines that it is the item it has been looking for. With this, the AI can complete work on it's "illegal army". Finished with the data, the AI dismisses Landow.

At a gaming parlor, Nene is trying to work out her frustrations on a battle simulator. She still couldn't shoot to save her life. Just as she is about to leave, she hears a familiar voice come over the system's speakers. It is Celia. Nene wants to know where she's been and what she's been doing, but Celia is short on answers for the moment. She simply tells Nene she needs to see her, Priss, and Linna at the Imperial Hotel as soon as possible. She has some news for them.

That evening, Celia supplies a big spread for her teammates. The mood is definitely downbeat, and Nene finally gets to the heart of the matter. She thinks Celia has brought them together to announce the disbanding of the Knight Sabers, and she doesn't want to happen. Celia has a good laugh over this before explaining that she is here to bring them back together, not split the Knight Sabres up. She has been gone because she needed to upgrade the hardsuits, and that took time. Now, she tells them, it is time to get back to work.

In a briefing sauna (?!), she fills them in on the powered suits being used in the recent rash of bank robberies. She also presents her information on Landow and his "illegal army", which Nene confirms, based on the data she hacked from the AD Police. She also identifies the army's next target, and the intentions of the AI behind them. . .

The next robbery takes place, and Landow is once again stealing components for the AI. However, this time the bank is surrounded by even more AD Police members than the last time, as well as Leon in a mecha. The two battle, but Leon is no match for Landow. He is about to strike a killing blow, but Leon reminds him of one of the men he lost in the Philippines, and so he spares his life. In the hospital afterward, Leon still can't figure why Landow did what he did.

We see a flashback to how Landow was saved, as the AI prepares him for the final robbery.

Meanwhile, Priss and Linna's new careers are taking a turn for the worse. Priss' manager gives her a new addition to her wardrobe (Yuck!) and the music she will record (none of it hers). Telling him she has no intention on being an "Idol", she makes a beeline for the door. Linna is also having trouble. Without Nene's computer help, she is no better than anyone else at the market (probably worse - does aerobics teaching prepare you for the world of business??), and is taking a beating from her clients. Fed up, she resigns.

As Landow's group travels to it's next robbery, the Knight Sabres get their first look at the new suits. They are suitably impressed. Ready for battle, the leave to meet Landow head on in their new transport.

Landow makes his way to a safe, and cuts it open, only to find that what he came for was a fake. As the doors close around him, he realizes he has been trapped. He blasts through the ceiling, but this is where the Knight Sabers have been waiting for him. The battle is vicious, but Celia's upgrades have really made a difference, especially for Nene, who now has an effective offensive weapon. Soon, only Landow remains standing. He shows he's built of tougher stuff, injuring Nene, Priss, and Linna. However, Celia proves ready for him, and even when he grabs hold of Priss, Linna is able to find a weak spot and exploit it.

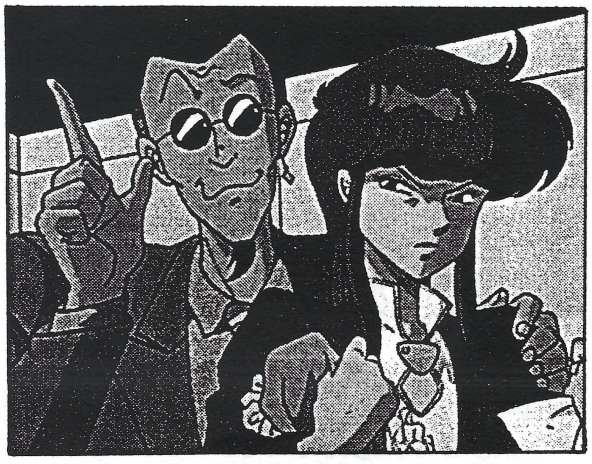
Defenseless, Landow sets his cybernetic side for self destruct. Nene finds a way to disarm it, and by linking up with Priss, they take out their target. Before he dies, he tells them that they have a new problem to deal with: and army of half human, half booma beings. Their work has just begun.

When the AD Police finally arrive, the action is over, and it is clear that the Knight Sabres are back in action.

At the Silky Doll, there is a grand re-opening, and things can get back to normal.

Continued in BubbleGum Crash 2: "Geo Climbers"

synopsis by Dan Durkin



This Month's Feature:

A-Ko the Versus

Grey Side

A celebration is occurring on the space station Dreamland. An old man - apparently the President - is congratulated for his daughter C-Ko's tenth birthday. The president replies that he was blessed, having a child after forty years old.

In another room,C-Ko is being dressed by her nanny. C-Ko is very excited about the party, but the nanny makes her repeat a promise she made earlier: to act more mature. Just as they are about to leave the room, they are stopped by Flash and Raisa, who kidnap C-Ko and leave the nanny unconscious.

Back at the office overlooking the ballroom, the president is told by his aide that the party is about to begin. The president asks him to get C-Ko. Their conversation is interrupted by an impact on the station, and the head of security reports that C-Ko has been kidnapped by a ship which has just blasted its way out of the station. He also assures the president that the space police have been notified.

At police headquarters the alarm goes out, but the troops are no match for Flash and Raisa, who cripple the police station. Meanwhile, C-Ko is still asleep . . .

Somewhere on an unnamed planet, A-Ko looks through a telescope to find a sand creature, and A-Ko and B-Ko take B-Ko's motorcycle to the target. A-Ko jumps off and attacks the sand creature, while B-Ko moves a safe distance away and watches calmly. A-Ko is thrown, but recovers quickly. As the creature attacks with its horn, A-Ko grabs the horn and stops it. She picks up the creature by the horn and throws it. While it is stunned, A-Ko jumps on top of it and hits it hard. B-Ko watches the sand blowing from the impact of the punch and sighs.

Later, B-Ko sells the creature - with a large hole in it. A-Ko asks how the sale went, and B-Ko says OK considering the damage. B-Ko gets on the motorcycle with the payment and tells A-Ko they are heading home. A-Ko begins to complain about the largeness of her load, but B-Ko jets off. A-Ko starts to walk, griping about the weight. . .

In their spaceship, Raisa asks Flash why they need to kidnap C-Ko. Flash replies that they are only following Gall's orders. Raisa asks Flash if he really believes that Zeno will be resurrected and will rebuild the universe. Just then, fire erupts throughout the ship. Flash tells her they will be making an emergency landing. Raisa goes to get C-Ko, who is now awake from the smoke. C-Ko smiles and introduces herself to "Obasan" (word used for middle-aged women). Raisa is taken aback, but collects herself: "I'm only 24!" Then the ceiling cracks, and Raisa and C-Ko are blown out of the ship. Raisa manages to throw a rope onto a door to save herself, but C-Ko plummets to the planet below. . .

As the ship makes its emergency landing, A-Ko watches it fall. A-Ko's load suddenly increases in weight. Her stomach growls and A-Ko blames the weight on her hunger. Actually, C-Ko is now on top of the load, stunned and unconscious.

The ship has landed. Raisa apologizes to Flash about C-Ko. They decide to go back to Gall for instructions, heading for a backup ship buried nearby.

Meanwhile, the police have identified Flash and Raisa as the kidnappers. They inform the worried president that they have the help of the three planets that the kidnappers might have gone to. The president says, "Money is no object; FIND C-KO!" as the nanny blames herself for all of this. . .

At the house in the desert, B-Ko has finished putting food on the table. She checks her watch, saying that A-Ko should be arriving soon. Sure enough, A-Ko appears. B-Ko welcomes her back and rushes her off to the shower so she'll be able to eat while the food is still warm. Exit A-Ko and B-Ko.

C-Ko wakes up at long last and smells the food. In a flash she is at the table and eating.

A-Ko gets out of the shower in time enough to see C-Ko eating all her food. She walks over and hits C-Ko, who cries all over

her. From inside, B-Ko asks why A-Ko is screaming. A-Ko tells B-Ko to come and see for herself. As she appears, A-Ko starts to complain, only to be pushed aside when B-Ko says, "How Cute!"

B-Ko runs to C-Ko and asks what is wrong, and C-Ko tells her that she was too hungry to resist temptation. A-Ko yells that it's no reason to eat someone else's food, but B-Ko slaps her and says, "Can't you be quiet?!"

A-Ko yells back, trying to explain that she has the worse end of the situation. B-Ko retorts that A-Ko is being immature and bullying a helpless child. A-Ko points out how far they are from civilization and points to C-Ko, saying that she smells. C-Ko, meanwhile, is still eating A-Ko's food. A-Ko hits her again, as B-Ko does her best to stop her.

On the hill above the house, Flash and Raisa smile at their good fortune.

Some time later, C-Ko is being spoiled by B-Ko. In between asking C-Ko questions and arguing with A-Ko, B-Ko is able to determine that C-Ko is the daughter of the president of one of the largest corporations in the universe. When A-Ko hears this, she suddenly changes her attitude towards C-Ko.

C-Ko wants to play a game, so A-Ko obliges while B-Ko leaves to contact the police. Seconds later, B-Ko comes flying back into the room, crashing into A-Ko and taking them both through a glass door. A-Ko recovers in time to see Raisa entering the room. Raisa turns to C-Ko and tells her to come. C-Ko refuses, saying that she would rather play with "One-san" (older 'sister') that "Oba-san" (meaning Raisa). Raisa slaps her, forcing her to obey.

A-Ko demands an explanation for Raisa's trespassing and challenges her. B-Ko advises her to be careful, and A-Ko tells B-Ko to take care of C-Ko.

A-Ko and B-Ko charge. B-Ko manages to grab C-Ko, while A-Ko punches Raisa in the chest, picks her up, and throws her through another glass door. Raisa recovers, as B-Ko tells A-Ko not to wreck the house anymore.

Raisa grabs A-Ko by the throat, picks her up, spins her several hundred times, and smashes her into the floor. As B-Ko worries over the house, Raisa picks up A-Ko by the hair and laughs. A-Ko grabs Raisa's wrist, saying, "Don't touch my HAIR!!" Raisa swings at A-Ko, but A-Ko blocks the punch. Raisa tries to trip A-Ko, but is kicked instead. Then A-Ko bounces off the wall to give her famous "spin kick". Raisa is blown through the wall.

C-Ko is delighted at A-Ko's strength. B-Ko complains about the condition of the house and blames A-Ko for it. A-Ko argues that B-Ko didn't help her any. B-Ko says something about the fact that if she were hurt, all of the men would cry at such a loss of beauty to the universe. A big fight follows, which ends with B-Ko pulling A-Ko's tongue out. A-Ko bounces around the room in pain, only to bump into a recovered Raisa.

Raisa grabs C-Ko with her rope, saying she was not the one trespassing. Before A-Ko or B-Ko can move, the earth crumbles around them as Flash and Raisa's sandship surfaces nearby. Raisa goes into the ship and it heads off. As A-Ko and B-Ko dig themselves out, the ship submerges.

Hours later, A-Ko is still staring in the direction the sandship left. Her concentration is broken by hammering. A-Ko turns to complain, but is hit by a flying hammer. Recovering, A-Ko looks at the contraption B-Ko is building. (A-Ko:" What are you making, a giant toilet?" B-Ko: "Can't you tell?!")

It turns out that B-Ko is building a sand cruiser. When A-Ko asks why, she says it's so they can get back at Flash and Raisa, and get C-Ko back. A-Ko is unconvinced, but B-Ko reminds her of the potential profit if they succeed. A-Ko plans revenge, and B-Ko thinks of C-Ko The next morning, the cruiser heads off. . .

Elsewhere, Gall observes the motion of the sandship on a crystal ball. Gall smiles at the success of the mission, but is surprised by explosions in the picture.

The explosions surprise Flash and Raisa as well, as B-Ko and A-Ko continue to catch up, throwing depth charges. The sand ship retaliates, but B-Ko avoids all attacks, and the ship is finally forced to surface. A-Ko, who was waiting for this, now kicks off the tops of some cone shaped rocks to hold the sandship in place. As Flash and Raisa emerge, A-Ko grabs C-Ko. As she tries to leave, Raisa hits her. Meanwhile, Flash concentrates his attack on B-Ko.

Gall is upset by the delay. He also sees that the space police are en route. He

decides that he must deal with this himself. .

Raisa and A-Ko fight over C-Ko, but B-Ko fires remote controlled arms from the cruiser. B-Ko tries to catch C-Ko, but is distracted by grenades headed in her direction. Flash catches C-Ko at the last minute. B-Ko stands up to get C-Ko when Gall appears. Gall orders Flash to hurry up. When Flash asks about B-Ko, Gall replies: "Leave her, she's only a woman." B-Ko is insulted by this comment and runs to recover C-Ko. But Gall turns and fires a psychic wave from his fist, which rips through B-Ko. She calls A-Ko's name, then falls dead.

A-Ko senses something, but is too busy fighting Raisa to worry about it. The two are evenly matched. Gall steps in and tells them to stop. Both still insist on fighting, and they charge each other, only to be blocked by a psychic wind. Raisa and Flash depart with C-Ko, and A-Ko moves to pursue, but Gall advises her to forget about it, saying, "You might end up dead, like your partner. If you don't believe me, go see for yourself."

A-Ko runs back to the cruiser, to find B-Ko lifeless. A-Ko is about to start crying when a glowing ball shows up and a voice asks her if she wants B-Ko back. A-Ko says yes, than stares in amazement as the ball transforms into a miniature creature that introduces himself as Martin. Martin asks an exchange for B-Ko's life. A-Ko says she has no money, but Martin says he doesn't want money. A-Ko starts to imagine all kinds of nasty things, but Martin simply asks her to lick a piece of paper. A-Ko doesn't like the idea, but does as he asks. Martin looks at the paper, then asks for A-Ko's help. Martin is an intergalactic agent in search of a criminal known as Gall . . .

Back on the Dreamland, the president's aide advises him not to go into battle. The president, however, has his mind set on rescuing C-Ko, and her nanny joins in the battle as well.

Meanwhile, Gall starts the ceremony to resurrect Zeno. Outside, the sky darkens. Flash finds Raisa sulking and teases her about the battle with A-Ko. Raisa burns to kill A-Ko.

A-Ko arrives at the top of the hill in time to see a lightning display in the direction of Gall's fortress. A-Ko asks B-Ko why she insisted on coming along, and B-Ko explains . . .

As Gall continues the ceremony, a three headed dragon rises from the sand in clear view of A-Ko and B-Ko.

Blue Side

After a brief recap of the events in Grey Side, we are brought back to A-Ko and B-Ko and the sight of the huge dragon. "And are we supposed to fight that?!" is all that A-Ko can say.

A small boy is crying at a church altar. A nun enters the chapel and asks that the boy be strong. The boy asks why he has to bear such cruelty. The nun tells him that the universe has forgotten the god, and only the resurrection of the three headed dragon can turn the universe toward good ways. The nun also tells him that he, Gall, is the only one who can resurrect Zeno, who can control the dragon.

They boy opens a door, to reveal the nun having an illicit affair with someone. A shocked Gall aims his fist and fires a psychic bolt, then the scene suddenly shifts to his last use of that weapon . . . on B-Ko.

B-Ko has gone into a daze, which A-Ko brings her out of and tells her they're heading home. Martin reminds A-Ko of her promise, but A-Ko argues that one sword against a dragon would be impossible. Martin, however, informs her that the sword is the only thing that will destroy Zeno.

A-Ko and B-Ko continue to walk away, while Martin tries to convince A-Ko that she is the only one who can save the universe. A-Ko tries to change the subject by telling B-Ko she should curl her hair more. B-Ko is delighted by the idea.

Martin sighs and mumbles something about reward money, and A-Ko is suddenly in the mood for fighting, although she still feels insecure about using just the one sword. B-Ko notices the dragon disappearing, and Martin says it was just a shadow, telling them what to expect from Zeno.

"Who is Zeno, anyway?" they ask.

Gall kneels before C-Ko, addressing her as Zeno. As Gall leaves the room, Raisa and Flash ask how the project is going. Gall assures them that Zeno will be awakening soon. Suddenly Gall is haunted by the vision of his murder of the nun. Flash asks him what is wrong, and Gall says it is nothing, but the vision continues to bother him.

Outside, B-Ko falls, gasping for breath, which goes unnoticed by Martin and A-Ko as they check the entrance to Gall's ship. A-Ko turns and notices B-Ko holding her sides. She blames B-Ko's problems on Martin, but B-Ko assures her she will be all right. As A-Ko and B-Ko prepare to enter, Martin says he has something that will be useful, and comes out with a

suitcase of "Costumes for all Occasions".

The alarm goes off, and Flash, Raisa, and Gall are soon aware of the intruders.

A-Ko and B-Ko crawl out of an air vent; A-Ko in a ninja outfit, and B-Ko in an old fashioned long dress with frills. A-Ko wastes no time in taking care of the first guards they encounter, but it isn't long before they are outnumbered and running for their lives, as Martin directs them through the labyrinthine fortress. A-Ko saves some time by running through a wall. B-Ko is hesitant to follow, but is persuaded by some incoming fire.

A-Ko blasts through an occupied bedroom, and B-Ko follows, apologizing to the couple in bed. A-Ko also heads through the refrigerator, taking most of the food with her. She slides through another air vent and ends up in a room full of pillars. Raisa finds A-Ko and challenges her to finish their match. A-Ko ditches the Ninja outfit, and prepares.

B-Ko has gotten lost in the great hall. She sees Gall headed toward her and aims her gun, but she can't fire. The smooth talking Gall persuades her, both with words and a kiss, and B-Ko drops her gun.

Meanwhile, A-Ko and Raisa have begun to fight . . .

B-Ko asks what Gall plans to do. Gall tells her that he wants to rebuild the universe. Resurrecting Zeno will awaken the dragon, and the dragon will re-shape the universe. B-Ko embraces Gall and asks if she could also see the birth of a new universe. They kiss.

A-Ko and Raisa continue their fight, and a cannon explodes. The ship goes out of control, and is forced to surface (interrupting two mating sand creatures).

Gall declares it is time.

A-Ko charges through the hole created by the explosion, with Martin directing her. Raisa follows, demanding to know if she is running away. A-Ko responds with, "No time to play with you!"

The ship is moving at high speed towards a city. Flash reports the situation to Gall, who does not react. Then A-Ko appears, seeing B-Ko with Gall, who aims his fist at A-Ko. B-Ko raises her gun, aiming to miss A-Ko but hurrying Gall as well. Seeing the situation, Flash cuts loose with a machine gun as A-Ko runs for cover. B-Ko glares at flash, then turns around and aims for Gall. But before she can shoot, A-Ko jumps on her, and B-Ko goes flying into Flash's arms. She looks for Gall, but he has disappeared behind a door.

A-Ko charges B-Ko with betrayal. B-Ko yells back, then A-Ko starts yelling about B-Ko's bad habit of going after all the good-looking men. As the argument continues, the ship plows into the city, and everyone falls...

Gall continues his attempts to awaken Zeno...

A-Ko in anger, hits the wall, narrowly missing Flash's head, while she and B-Ko argue. As the argument continues, B-Ko stomps on Flash in a vulnerable spot. Martin tries to get their attention, but they both yell at him: "BE QUIET!!!"

Raisa enters the hall through the hole A-Ko came out of. She fires at A-Ko but misses, and the shot hits the door. Then the ship grinds to a halt, throwing everyone off their feet.

As everyone is lying unconscious, the door opens and Gall and a robed C-Ko appear. We hear C-Ko say "They (meaning A-Ko and B-Ko) are fighting again." However, seconds later Zeno walks over to B-Ko and examines the "girl" whom Gall spoke of. Zeno then turns to Gall, saying it is time to go. B-Ko, who has just recovered, looks at Gall questioningly.

A-Ko recovers in time to see Zeno open a psychic door. A-Ko starts to attack but C-Ko appears begging for her life. The split-second hesitation gives Zeno time to blast A-Ko. A-Ko watches Zeno, Gall, and B-Ko go through the opening. B-Ko looks back briefly, but then the opening turns back into a wall, and A-Ko can't get through.

The ship shakes as the top part detaches and rockets skyward. As it does so, it fires on the rest of the ship which collapses around Raisa, Flash, A-Ko, and Martin. Then the ship detonates, taking with it the entire city and the surrounding area.

B-Ko watches the explosion from outer space and worries about A-Ko. Her thoughts are interrupted by Gall, who asks her what she'll do next (whether she will kill Zeno as she originally planned, or whether she will truly side with them). Gall also says it doesn't matter either way, because now she must travel with them...

Zeno's ship is spotted by the President's rescue army. They attack hoping to retrieve C-Ko. Zeno simply smiles and creates the three-headed dragon, which wastes the President's army...

A-Ko wakes up and hits her head on a low ceiling. She looks up to see Martin sitting in a small driving seat in front of her. She asks where they are and Martin informs her they are in his space ship...

Inside Zeno's ship, B-Ko and Gall are surprised by sudden changes, as C-Ko appears, claiming she is tired. However, Zeno reappears and assures Gall it was only a joke, asking how long it will take to get their destination. Gall answers: "In three hours..." Then C-Ko pops up again saying she'll take a nap and quickly falls asleep in front of a surprised B-Ko and Gall.

Martin's ship enters the area of debris from what remains of the rescue army. The President comes on screen to ask for help. Martin refuses,

despite A-Ko's protests, saying that to delay any further will sacrifice more people needlessly. Then C-Ko's nanny comes on screen, saying they were defeated by the dragon. Martin instantly assures her he is on his way to rescue her. (A-Ko is angry at his attitude shift.) However, the nanny and the President assure them they are all right and ask them to help C-Ko. A-Ko replies that was the reason they were there. The President is touched and assures A-Ko that money is no object. He also mentions that C-Ko is adopted: he came across her ten years ago, in space. From this, Martin forms a theory that C-Ko is from the same clan as Gall and Zeno. A-Ko is gleefully calculating her reward when Martin mentions B-Ko and her mood turn 180 degrees. He also says they might have to kill C-Ko in order to defeat Zeno...

In another galaxy, Zeno again calls on the dragon, who destroys planets, solar systems, and even whole galaxies. B-Ko observes the destruction in amazement. C-Ko pops up and claps at the sight of the collapsing universe. Gall advises Zeno to go to "Taruko", but C-Ko is still present and insists on blitzing a few more galaxies. A few seconds later Zeno appears, ordering Gall to set course for Taruko. Zeno has yet to fully control C-Ko, who is fighting back...

Back in Martin's ship, A-Ko is impatient at their progress. Martin assures her they will be speeding up. A-Ko is delighted that they will be warping, but Martin cuts her happiness short by saying the ship has no warp drive. However, they'll be using a better system: the Space Highway.

As the ship flies through the Highway, Martin does his best to cheer A-Ko up, saying the B-Ko traveled with Zeno looking for an opportunity to kill her. A-Ko is unconvinced, and Martin makes a pass at her. A-Ko refuses, saying this is no time to play around.

B-Ko observes the remnants of the galaxies. Gall tells her that they deserved it. B-Ko argues that many in those galaxies were innocent, but Gall replies that it is all the more reason to destroy them now, so they will not suffer. B-Ko is surprises at Gall's beliefs concerning her life:"Although life ends, the soul lives on," he says. He also says that B-Ko and he would have met no matter what happened because it is their destiny to be together. (A little naive, but it works on B-Ko...) Gall says that someone taught that to him.

B-Ko sees the nun behind Gall's shadow, and the pain in her side increases. She falls, and Gall turns around in surprise. B-Ko explains that ever since she was shot, she has seen the vision of the nun. Worried, Gall walks over and touches her shoulder to help. Suddenly all the pieces of the vision come crashing down on him: the nun, the adultery, his first murder. He recoils with a pain in his chest, and B-Ko moves to help him. With pain in his voice, Gall asks her to trust him, and she nods.

Martin and A-Ko exit the Space Highway. They look around and find Zeno's ship among the asteroids...

B-Ko walks over to the room where Zeno and Gall are conversing (actually it is Gall and C-Ko at the moment). C-Ko is complaining that she wants to blow up more stars. Gall insists on going to Taruko. C-Ko is persistent and Gall finally slaps her to get at Zeno, worrying that C-Ko may be returning. Zeno, however, blames this on C-Ko's body, asserting that she has C-Ko under full control. Zeno tells Gall to get out so she can sleep.

B-Ko enters and tells Gall that a ship is approaching. Hesitantly, Gall looks back at the already sleeping Zeno and then steps outside, trusting B-Ko to take care of Zeno. After he leaves, B-Ko walks over to the bed. She takes her gun and aims at the sleeping girl. She is about to change her mind when Zeno talks in her sleep. B-Ko checks her aim...

Martin moves his ship into attack position. Zeno's ship fires and Martin evades the laser blasts. A-Ko tells him to return fire, but they discover that his weapons system is not responding. A-Ko takes Martin out of the driver's seat...

Gall recognizes the ship as an intergalactic Patrol ship and orders all weapons to fire at it. Martin tells A-Ko to dodge the beams, but she doesn't know how. She tells Martin to prepare to ram Zeno's ship. Martin panics as his ship takes several hits...

With an "I'm sorry", B-Ko tries to pull the trigger, only to be thrown by the force of impact, as Martin's ship plows into Zeno's ship. A-Ko and Martin leave their ship and dive into the inner section of Zeno's ship.

As B-Ko recovers her gun, the door opens. It is Gall, who tells her they have an intruder. A-Ko rounds the corner and kicks Gall down the hall and into the wall. B-Ko is just amazed that A-Ko is alive. As A-Ko turns to B-Ko, Gall aims his fist a A-Ko. B-Ko sees the situation and pushes A-Ko clear of the bolt. The light blinds A-Ko, and B-Ko's old-fashioned dress flies off, to reveal her standing in her old clothes, aiming her gun at Gall. Gall is surprised to see B-Ko aiming at him, but nevertheless he aims his own weapon...

They both fire at the same time. B-Ko is left standing, as Gall sinks to th Ground. A-ko jumps up with an "ALL RIGHT!",but it is not all right for B-ko, who rushes to Gall, calling his name. B-ko picks him up and he opens his eyes, admitting that he had trusted a woman. A-ko comments on this but is cut short by an upset B-ko and a shadow of the nun he murdered so long ago. He smiles, and dies. B-ko breaks

down in tears as A-ko realizes that she really loved him...

The touching scene is interrupted by Zeno. Zeno called on the dragon and opens a vacuum in space. The ship moves into it and B-ko and A-ko are thrown into the wall. A-ko asks Martin if they had entered another highway, and Martin says it is more than that.

As the ship slows, Zeno asks if they know where they are. They look around, and A-ko sees the dragon shining in rings of red and black. B-ko softly guesses:"Taruko". A shocked Martin explains that Taruko is the center of the universe.

Zeno laughs and says that in Taruko all the powers of the universe are balanced. She intends to use the dragon to tip the scale. Then universe will destroy itself and a new one will be created in which she will the god. As she explains, the dragon begins to tip the scale and the red rings are consumed by the blackness.

A-ko attacks but is blown into the floor. A-ko begins another attack, as Zeno's hand forms a fist not unlike Gall's. But her attack is never completed as they hear C-Ko's voice cry out "No!" B-ko stops A-ko, and A-ko demands an explanation. B-ko says that C-ko may yet be able to break free from Zeno. Martin adds that if C-ko were able to separate herself from Zeno, they would not need to kill her to destroy Zeno.

A-ko and B-ko yell words of encouragement to C-ko, but this does not succeed. A tired A-ko blames all their problems on B-Ko's argues that it was her plan to get close to C-ko. The worst fight between A-ko and B-ko ensues, as Martin tries to unsuccessfully to remind them of the current situation. (WILL YOU KEEP OUT OF THIS?!!)

C-ko appears and ties to stop the fight, and tries to use her powers as such: A-ko and B-ko turn into stewardesses on a plane, nurses in a hospital, schoolmates; but the fight goes on and on. C-ko yells at A-ko and B-ko to stop it.

With this yell, C-ko succeeds in breaking free of Zeno. (A-ko and B-ko are blue in the face from their fighting.) C-Ko's power captures and entwines around Zeno, suffocating her. Martin tells A-ko to make the kill, and A-ko splits Zeno in half with her sword. Zeno screams as she and the dragon are destroyed. As the universe begins to correct itself, Zeno's ship is blown away from Taruko.

A-ko and B-ko revive, back on their home planet. C-ko is lying unconscious close by. As C-ko wakes up, A-ko asks B-o how far the relationship between her and Gall went. B=ko says "nothing...", but A-Ko's relief is short lived as she continues with "...probably."

A-ko suddenly notices that Martin is not around, and searches for him in vain. Then the three of them turn to see the President running and calling to C-ko. As C-ko and the President reunite, A-ko asks the nanny how they were able to find out C-ko was here. The nanny informs them that Martin had told them. A-ko is relieved to find that Martin is alive, however when she learns that Martin gathered all the reward money for singlehandedly killing Zeno and Gall and saving the lives of the three girls.

The President walks over to A-ko ans thanks her for saving C-ko;s life. He gives her his fortune...two boxes of food. The President apologizes, but all his money was spent on the search for C-ko. A-ko is very distraught, and is staring at the food in disbelief when it is burned to ashes by a bedraggled Raisa, carrying a laser gun. Raisa blames A-ko and B-ko for Flash's death. A-ko and B-ko are trying to talk some sense into her when Flash appears from below the sand. He walks over to the shocked Raisa, pats her on the shoulder, and admits he is happy to see her in one piece. Raisa flings herself on Flash, breaking down into tears of happiness. Although puzzled, Flash gratefully accepts the embrace from the well endowed Raisa...

Knowing they are off the hook from Raisa, A-ko and B-ko agree to get back at Martin for his load of B.S. in the newspaper. As they start to run, C-ko cheers them on...

synopsis by Kaori Seino
Reprinted from Scebat, Volume 1, No. 3

Reality is for those people who can't handle anime...

Ohayo Kara Holly!

Dan Durkin, Editor
P.O. Box 150 * Holly, CO 81047-0150

November 9, 1991

"AND NOW I KNOW I'M MENTALLY ILL...AND I'M MUCH BETTER FOR IT!"

Hello once again! Hope you all enjoyed the first new issue of FSTS, and that you'll keep coming back for more. I'm still open to hearing suggestions and opinions on the new format, and you're welcome to write anytime. I always answer my letters.

Putting together this issue brought back some fond memories, and some not so pleasant ones. It was nice to get to see a few of the shows I had ignored over the summer, especially Yawara. However, what I forgot along the way was just how long it takes to write some of the articles that go along with them. So here I sit, nine days before you will read this, putting in my fifth night in a row after 2 am in an effort to keep "On Deadline". The people in town now know that actually means, "Dan has put things off so long that he's killing himself to get caught up. Hopefully, I won't have to be "On Deadline" next month.

In the rush to finish things this month, I found that I had no time to do Get Animated (as well as the fact that Alec took part of my topic for last month's intro), nor a topic for ...say what? . Both should be back next month. Remember, submissions are always welcome!

On the manga scene, Twinkle Twinkle Idol Stars will be concluding it's first story this month. For those of you who have sent the kind words about the story, thank you! I am planning an anthology of the installments, running 33 pages, to be released some time early in 1992. However, for this one, I am going to try using transparencies to allow me to flip the panels, and I'm having my translation double-checked by an official RMF AnimMom. Keep your eyes here for details on that project. In the pages of FSTS, look for a one shot, 18 page story next month, where Twinkle gets stuck with a Manager's assistant for a few days. Great reading, and you can only find it here, at Summer Side.

In the production department, I have a few people to thank this time. First, to Linda Fletcher, 3rd grade teacher and fellow computer nut, for use of her hand scanner in the name of FSTS, and Second, to Linda Lonnberg for taking the time to type most of the A-Ko the Versus synopsis while I did some computer tutoring. Thanks! You saved me a few hours sleep this week!

In the OOPS! department, thanks must go to Summer Side member Douglas Sturtevant for pointing out a major error in an article of mine that appeared in not one, but two 'zines. As it ends up, Twinkle is not Hikaru Toyama's debut work. It is however, the first thing he's done for Shonen Sunday (thus the confusion). Toyama has done two other series since 1983; the first being "Heart Catch Izumi-chan", which appeared in Kodansya Comics Magazine, and the second being "Mune Kyun Deka", which ran in Shonen Magazine from 1987-1988. Thanks for the correction, Douglas!

The Consumer Beware sign goes up for those interested in Dragon Japan, a business that has ads within out pages. Two Summer Side members have notified me that this company, which claims to import Japanese magazines to the US, has had it's phone disconnected, and is not answering it's mail. Considering the amount of money they had been asking for their subscriptions, I would recommend forgetting this place.

This month's plug goes to a laser disc store which made itself well known this year at AnimeCon. Mikado (J.C. Trading, Inc.) is unique in that it is the only store I know of that gets anime releases in the U.S. simultaneous to their release in Japan. An example of this would be a laser I got several weeks ago named 1982 - Otaku no Video. The Japanese release date for this LD was September 27. When I called to order

the disc on October 10, they had already had it in for ten days. Their salesman was polite, informed, and eager to do business, and the disc arrived on schedule, three days after placing my order. Because their business has increased dramatically since AnimeCon, they can no longer take credit card orders, but I still highly recommend this store if you are interested in buying LD's or CD's. Their mailing address is 1737 Post Street, San Francisco, CA, 94115, and you can reach them at (415) 922-9450. Tell them Summer Side sent you!

Mentioning Otaku has reminded me that it has been a busy month in video for me. All of the video I received in the last month I can recommend, and if you can see it, do. On the hit list; new Ranma Nettohen episodes, especially after episode 80. Someone is finally doing something right with this show. City Hunter '91 episodes, which are well animated, even if the ratings stink, Chibi Maruko-chan, which you have to understand some Japanese to enjoy, and Sazan Eyes vol. 2, a real knockout. Then there is Otaku no Video. Every anime fan should have this, if for no other reason than to see a bit of one's self in an animated show. Joe Beddoe said it best; "Otaku no Video? I don't need a synopsis, I'M LIVING IT!"

Finally, I hope you'll be back next month for the extra large "Christmas Goodies" issue of FSTS. Besides all of the regular goodies & Twinkie, We'll be doing synopses on Orange Road: Message in Rouge, Patlabor OAV 4, and the new Mobile Suit epic; Gundam F-91. So for now, enjoy the rest, and keep your hands off of that remote control.

Ja, na

Dan ダン デリカン

Dan

Next month in the News...

「マクロス」の基本

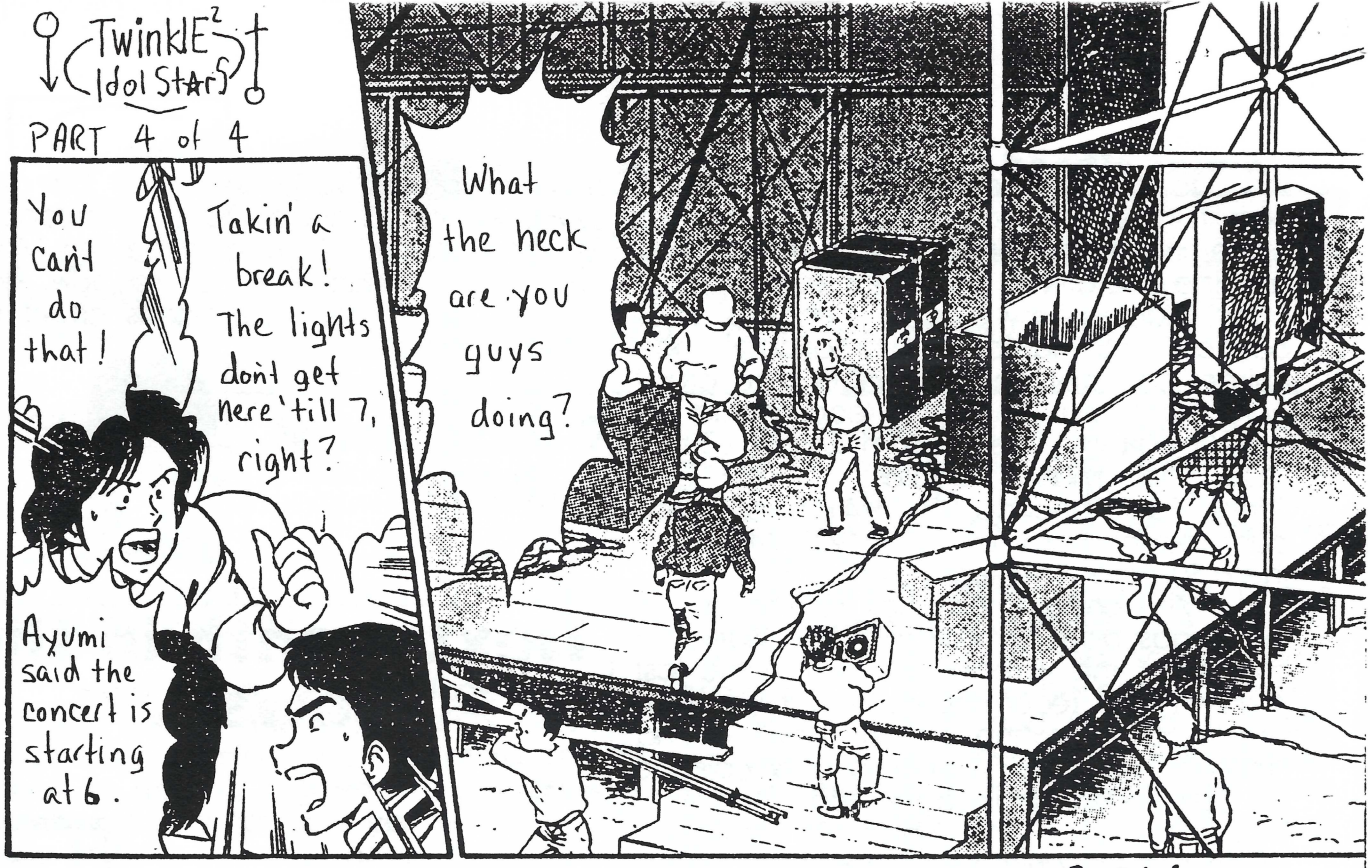
The First word on

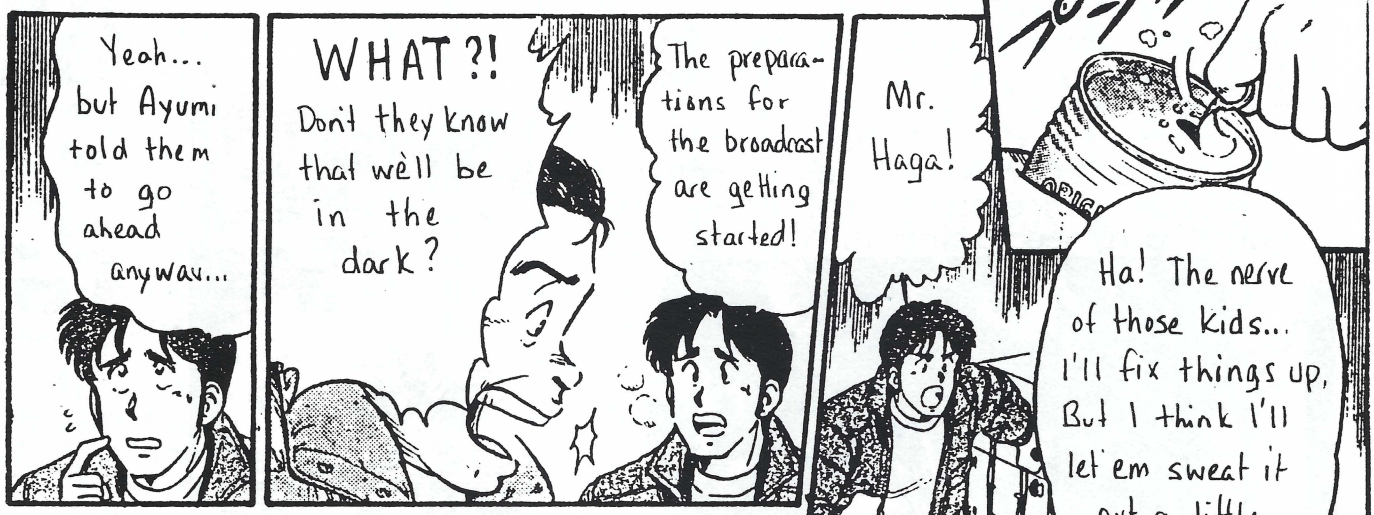
Macross II

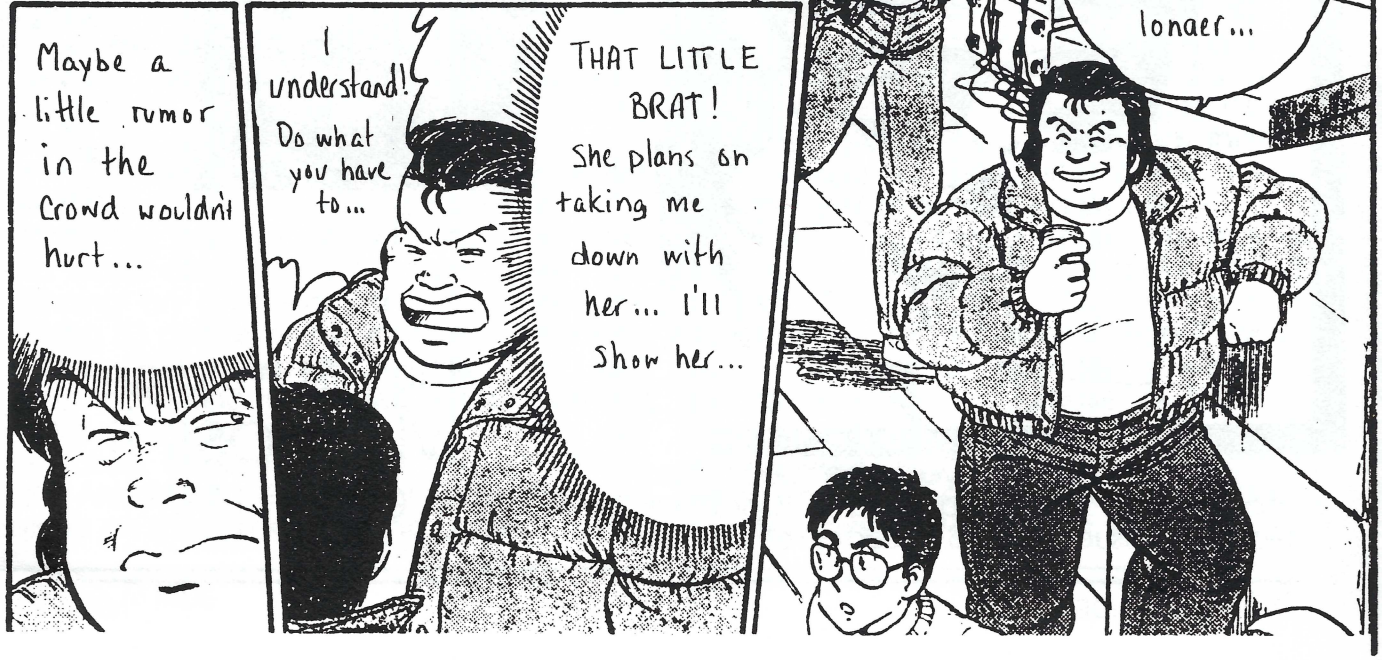
Only in FSTS

Twinkle² Idol Stars

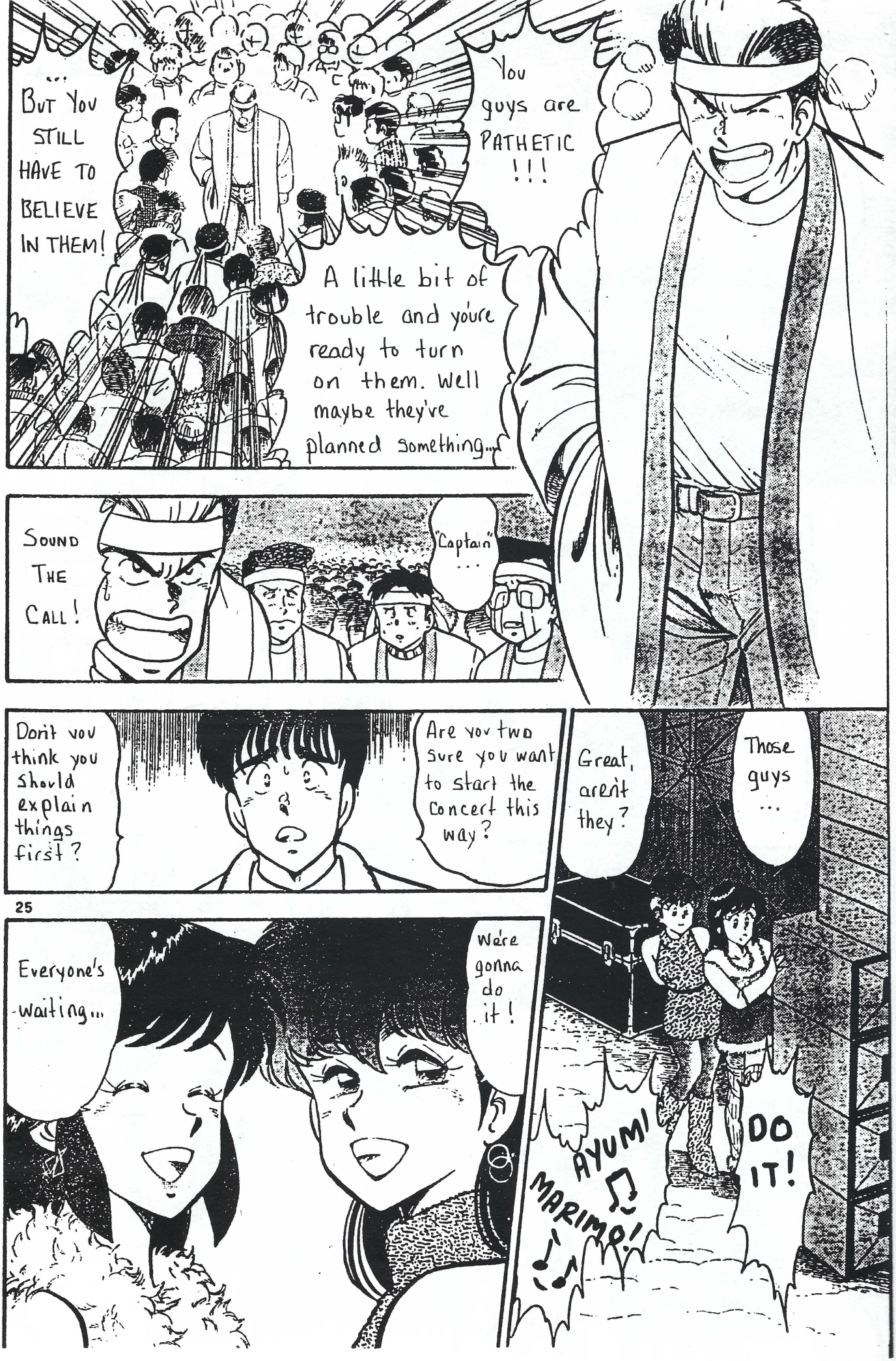
PART 4 of 4

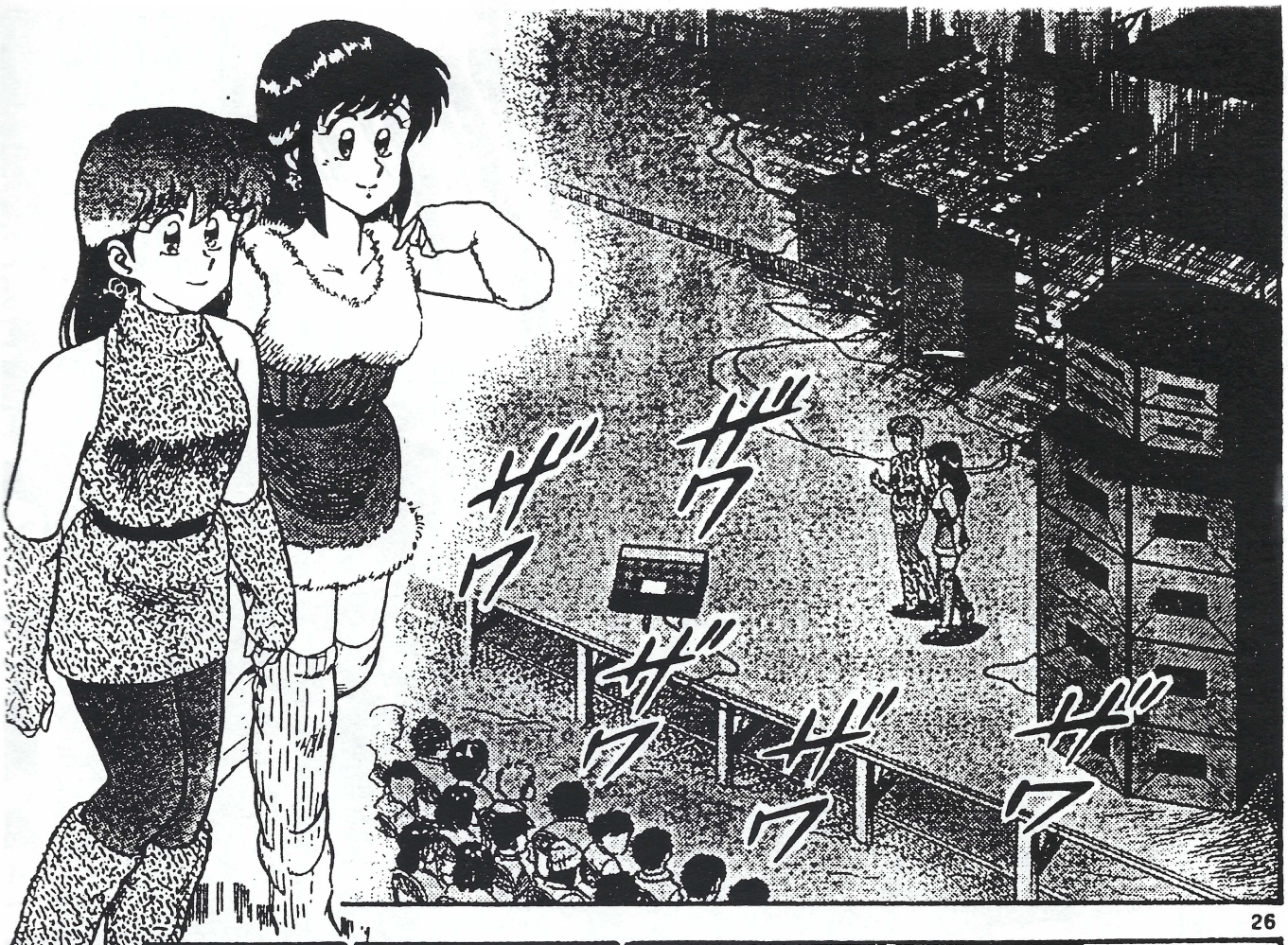


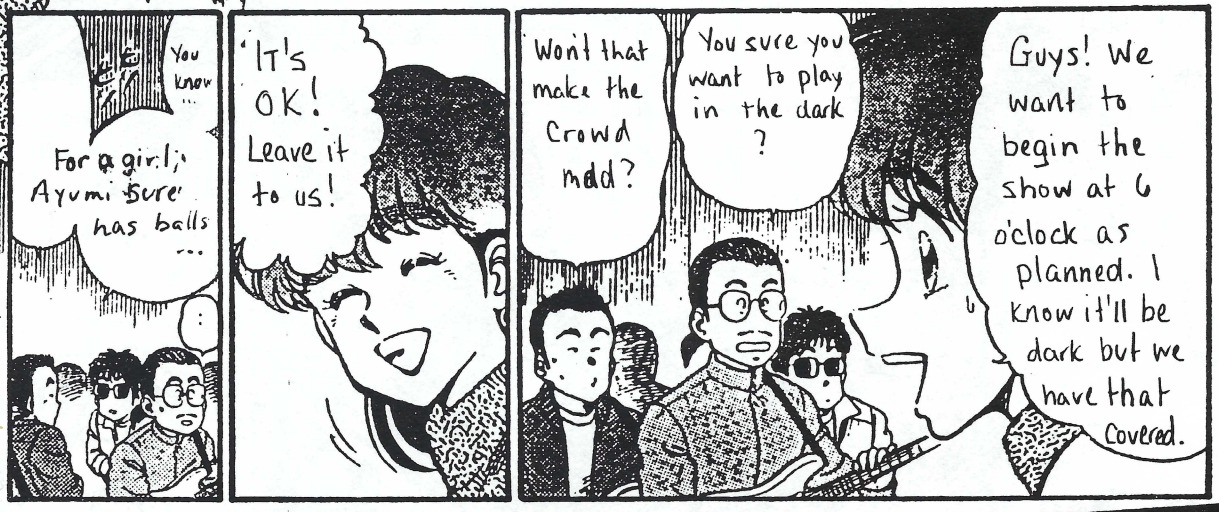




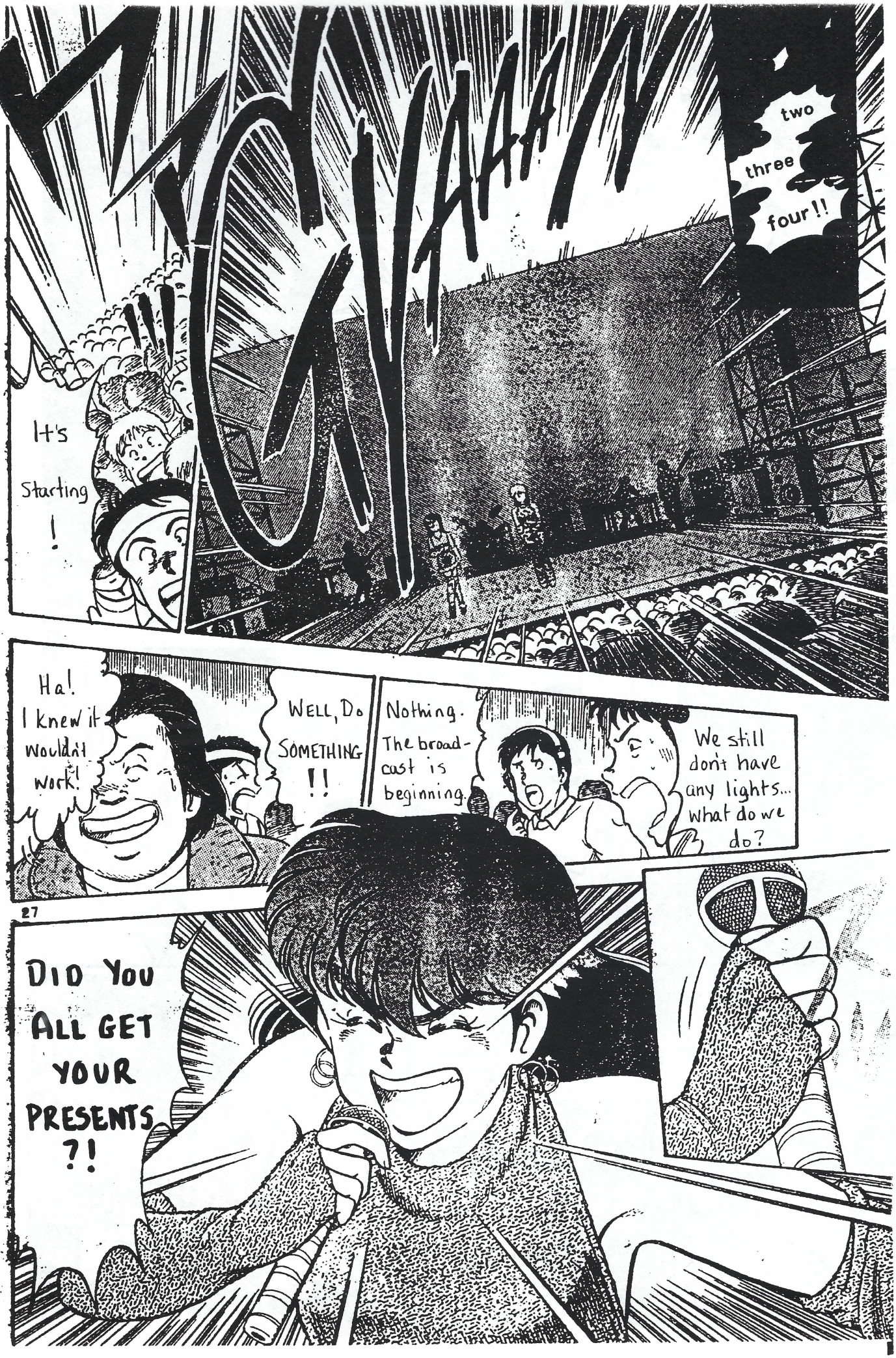
You're right.. I hadn't noticed that...
Hey! Did you notice that the stage is kinda dark tonight?
Lucky! I didn't know we'd be getting presents!
Really! They sure are generous!
THAT SUCKS! I won't be able to see Marimo ... or Ayumi!
So they're giving the concert in the dark?
What? No lights?
Well, someone at the hotel told me that's because the lights never got here!
BE QUIET!
Let's see those kids handle this!


...
But you still have to believe in them!
You guys are PATHETIC !!!
A little bit of trouble and you're ready to turn on them. Well maybe they've planned something...
Sound the call!
"Captain" ...
Don't you think you should explain things first?
Are you two sure you want to start the concert this way?
Great, aren't they?
Those guys ...
Everyone's waiting...
We're gonna do it!
AYUMI ♫ MARIMO!
DO IT!

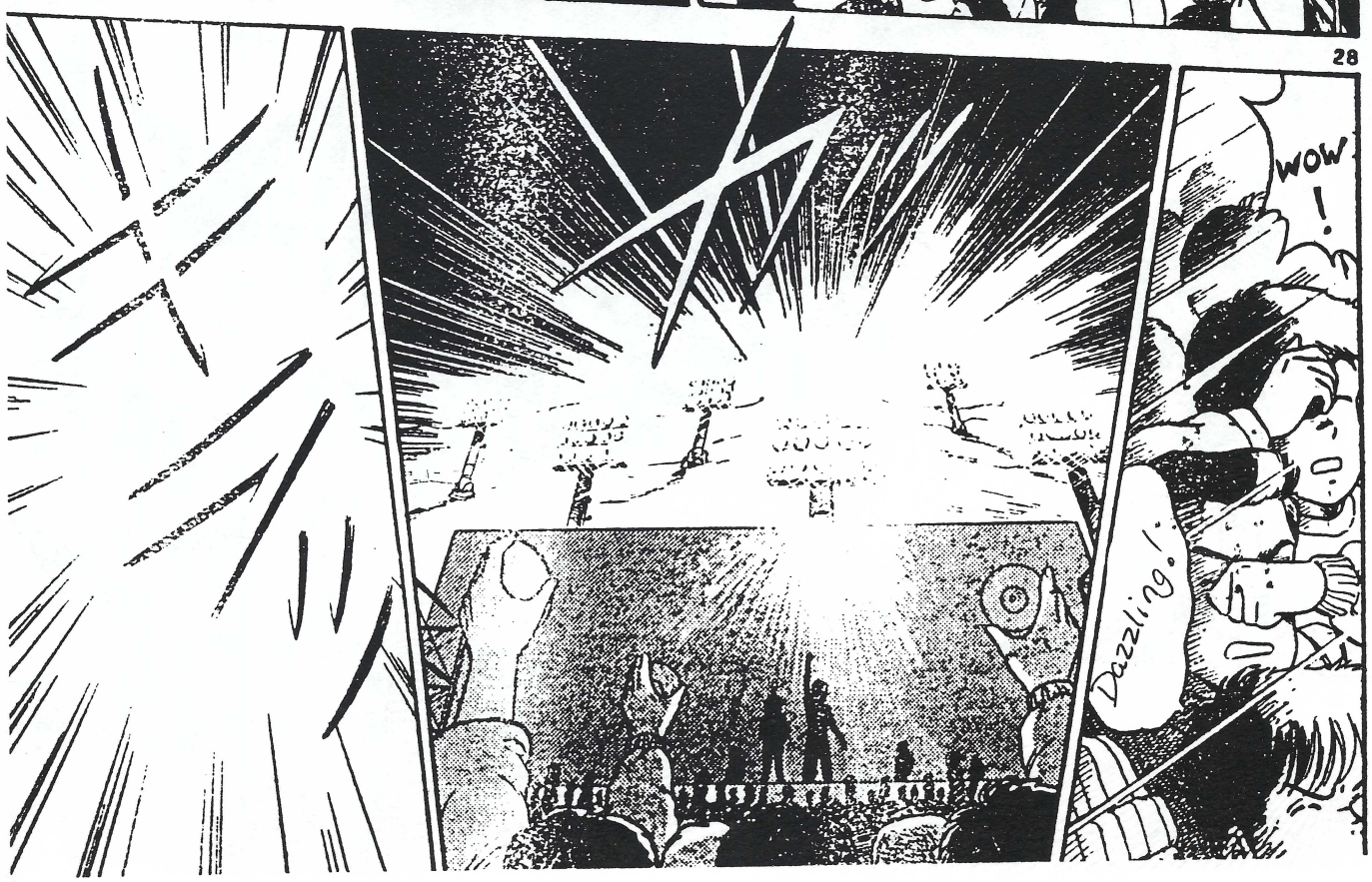

ザワ
ザワ
ザワ
ザワ
ザワ

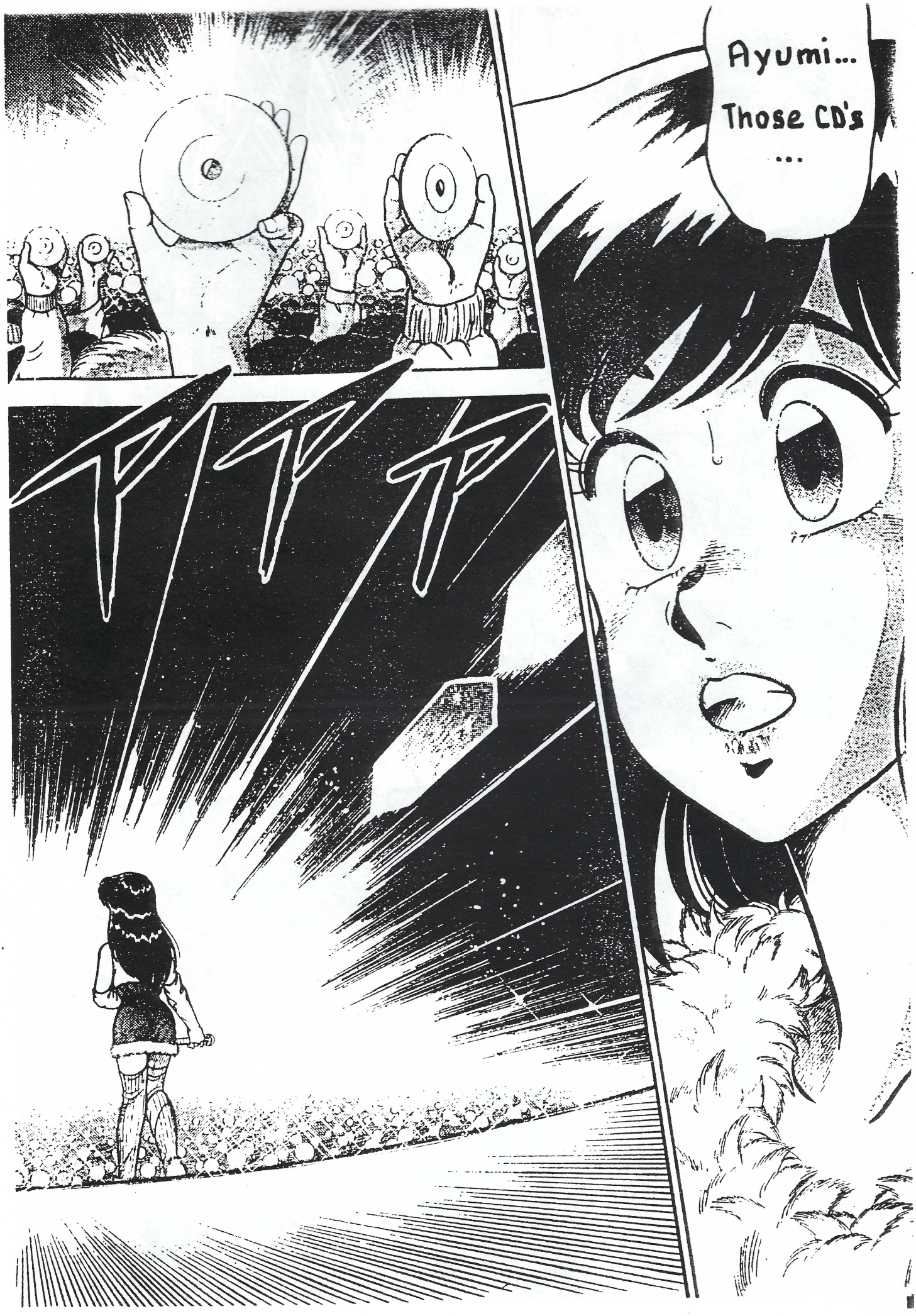

You know...
For a girl, Ayumi sure has balls...
It's OK! Leave it to us!
Won't that make the crowd mad?
You sure you want to play in the dark?
Guys! We want to begin the show at 6 o'clock as planned. I know it'll be dark but we have that covered.

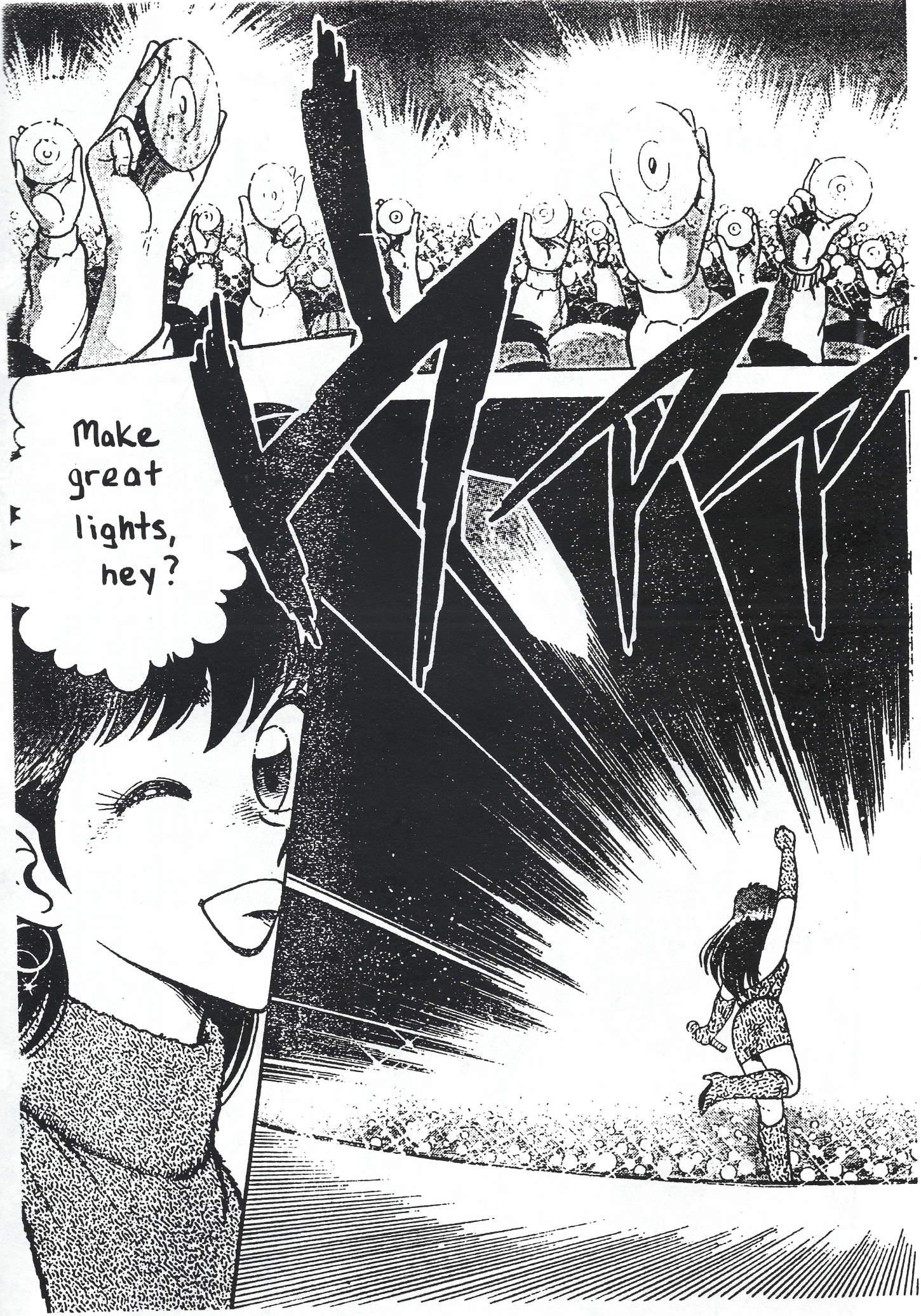
It's 6 o'clock...
5:00
Shh...
ザワ
ザワ
Now what?
They said it will start at 6...


FUKUSHIMA
two
three
four!!
It's
Starting
!
Ha!
I knew it
wouldn't
work!
WELL, Do
SOMETHING
!!
Nothing.
The broad-
cast is
beginning.
We still
don't have
any lights...
what do we
do?
DID YOU
ALL GET
YOUR
PRESENTS
?!

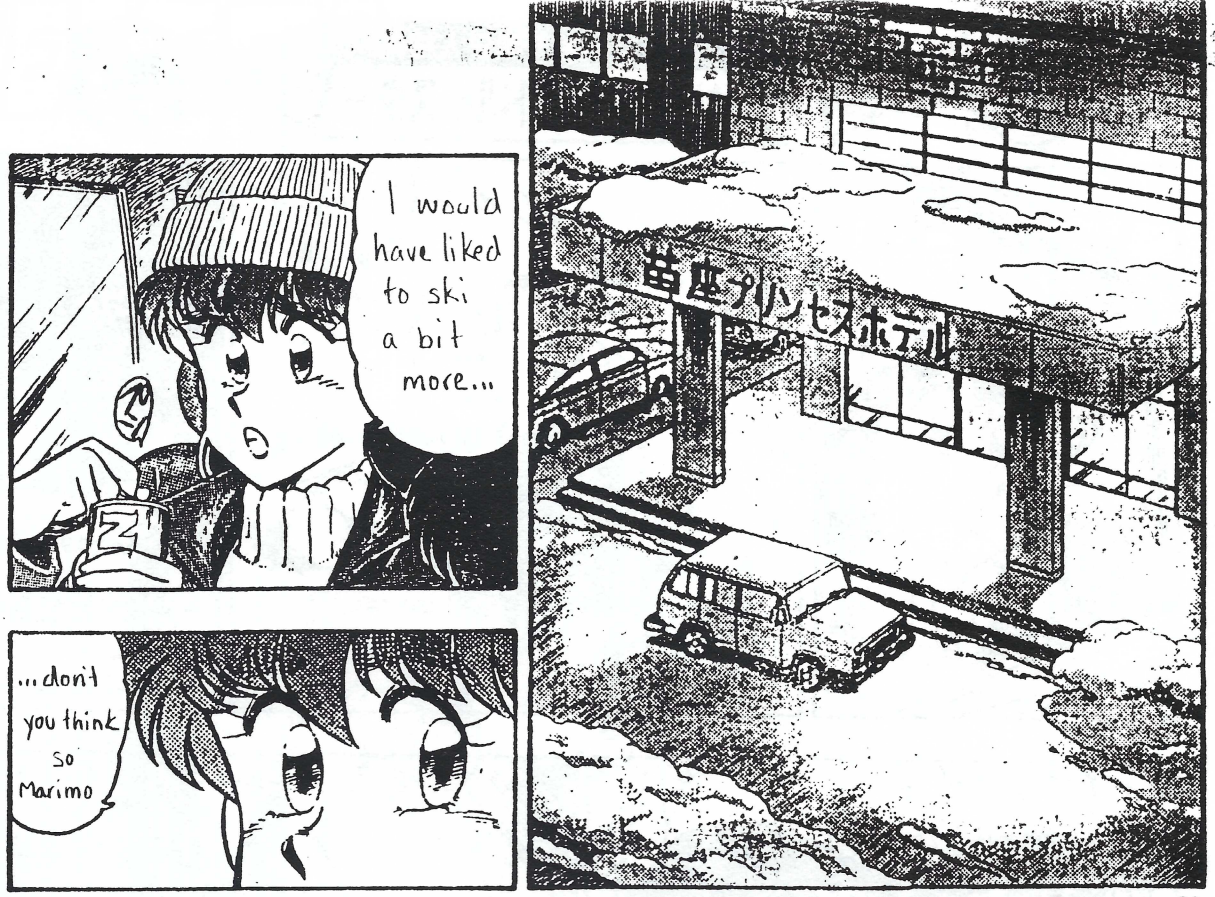
HOLD THEM UP IN THE AIR!
You heard Ayumi... Hold them up!
GREAT!! I want you to take them out and...


WOW!
Dazzling!


Ayumi...
Those CD's
...
FFF


Make great lights, hey?

New...
Happy...
Year!!



I would have liked to ski a bit more...

...don't you think so Marimo

!!

コンコン

Jeeez... those 3 encores must have really tired her out...

Mr. Haga!

Uh... Hi.

I got you a bit of a peace offering...

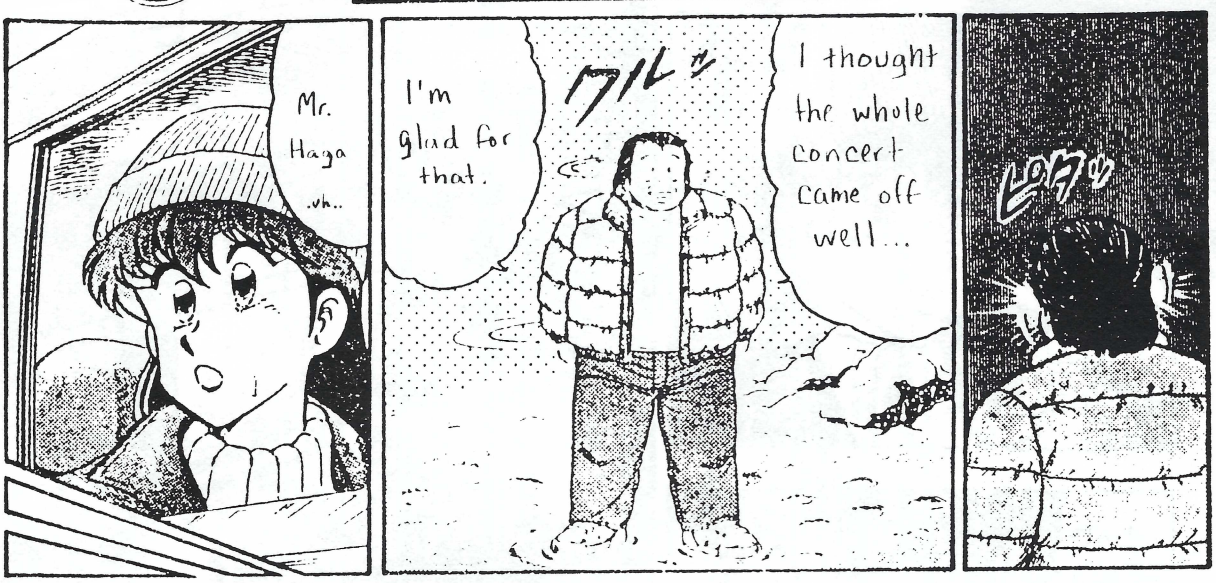
Please take these...

HERE!

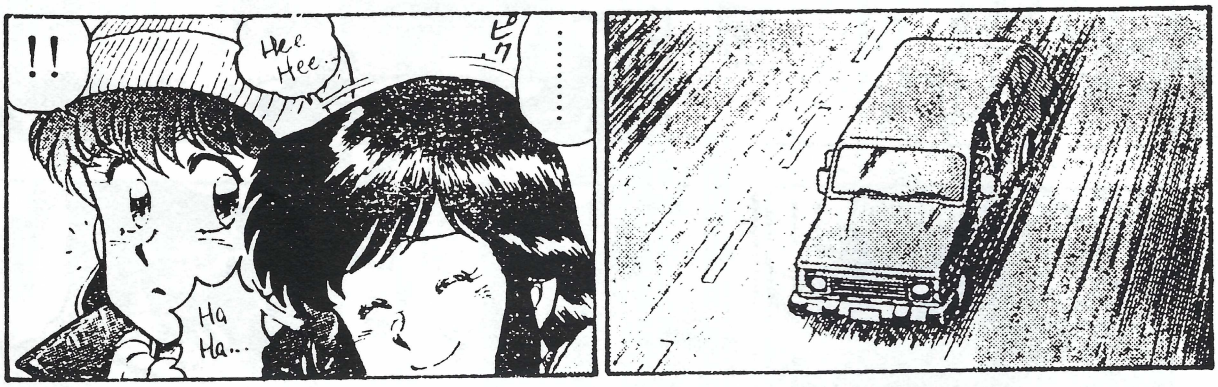
名物 苗場弁当

Naeza specialty lunch

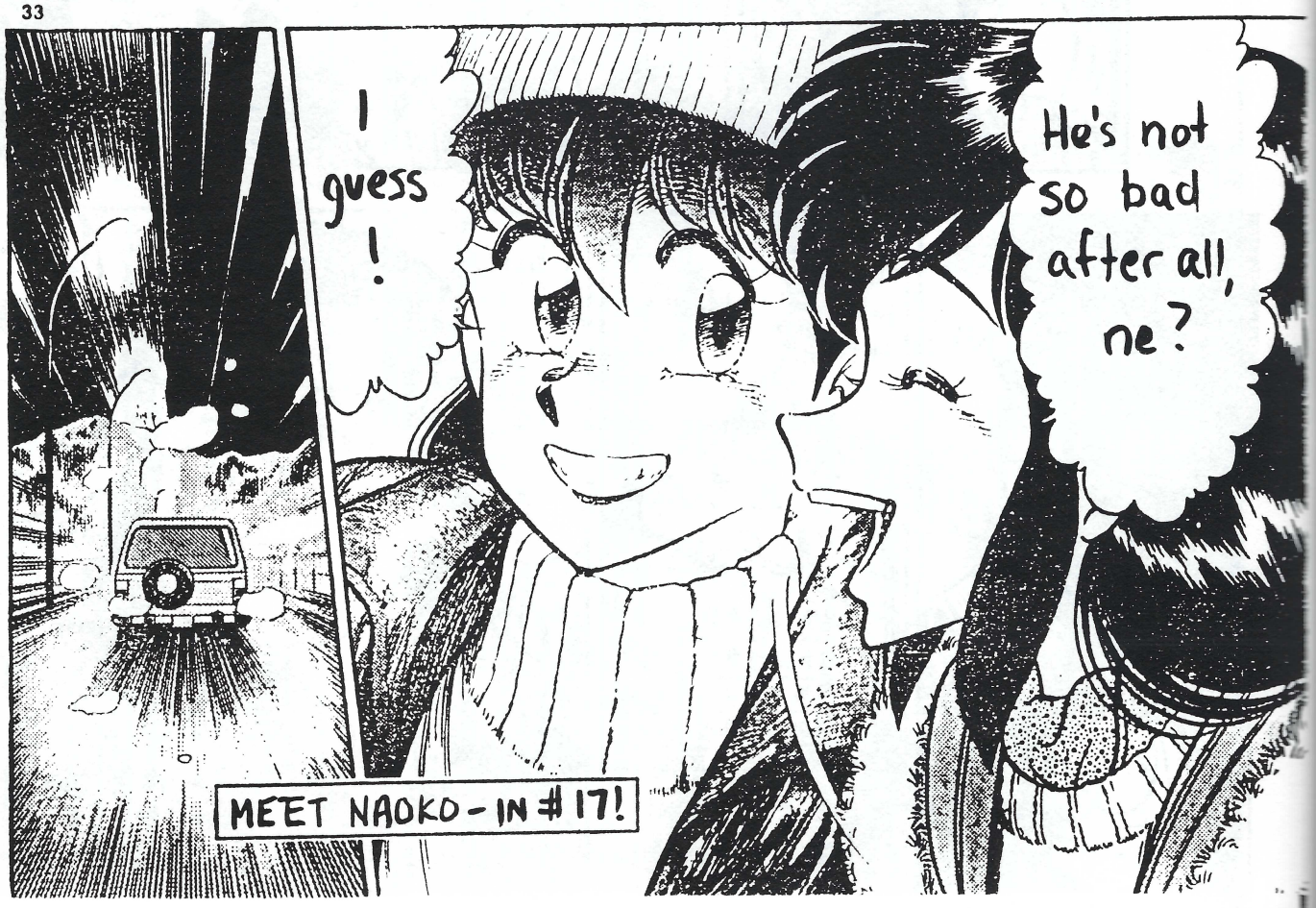
BYE!



■まりものために、いつだって全力投球(ぜんりょくとうきゅう)!!



ね、あゆみ!!



VECTOR ONE

BOOK I: "SET UP"

ARTIST
LARRY MANN

WRITTEN BY
RYAN MATHEWS

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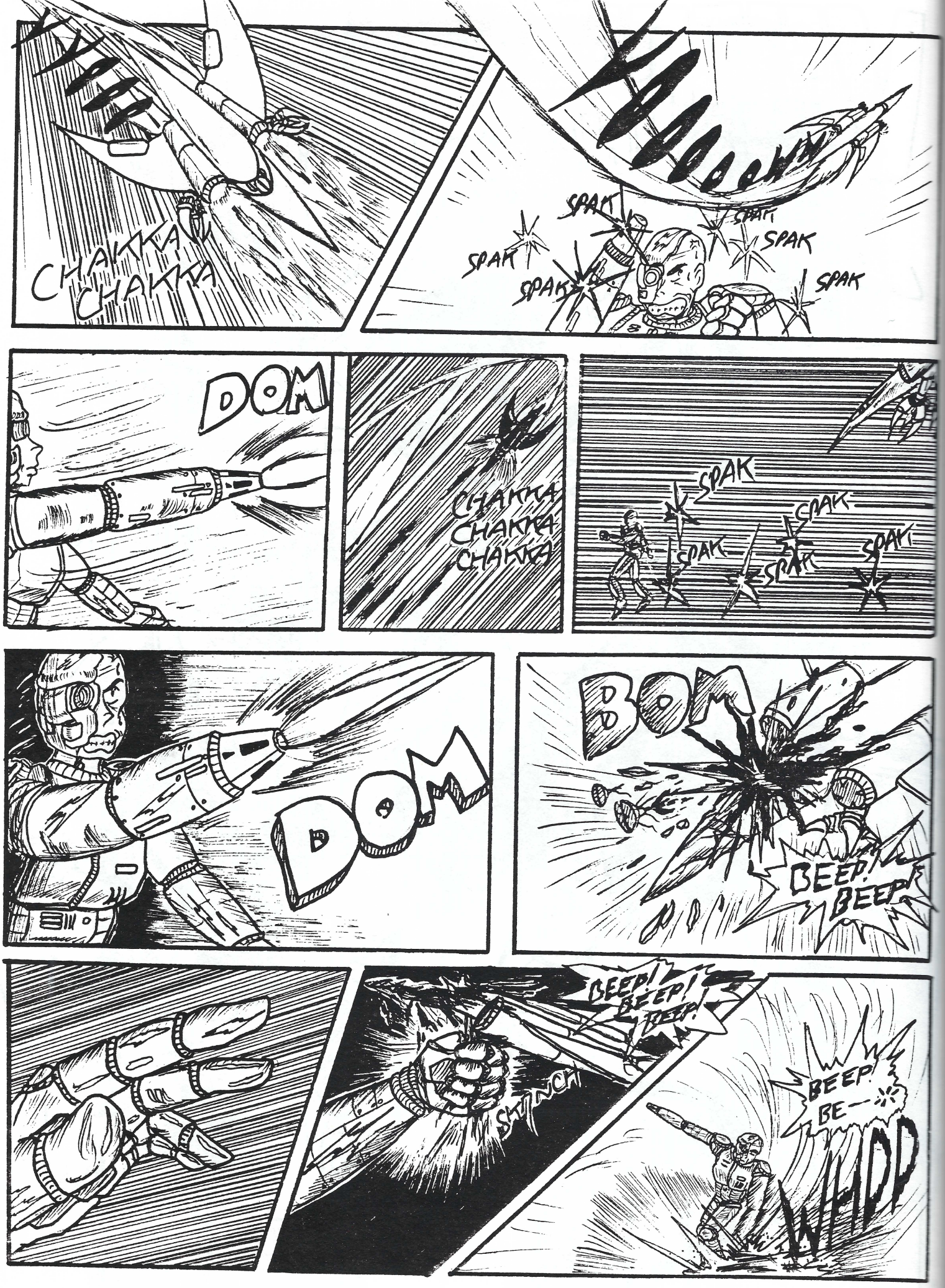
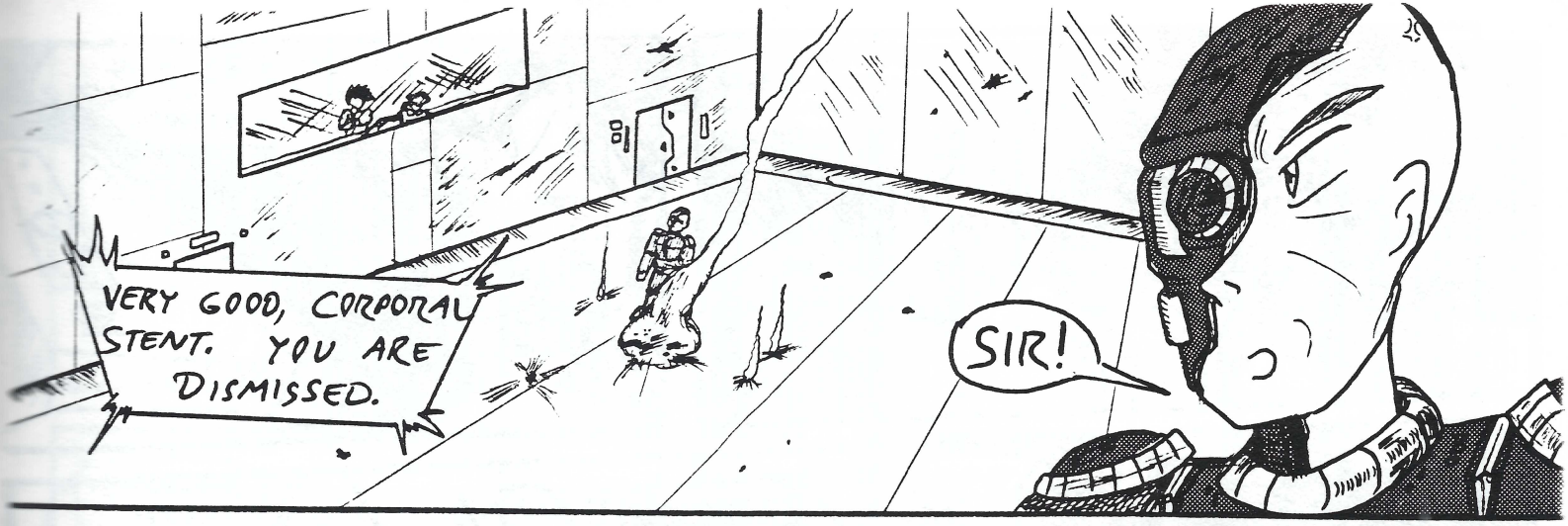
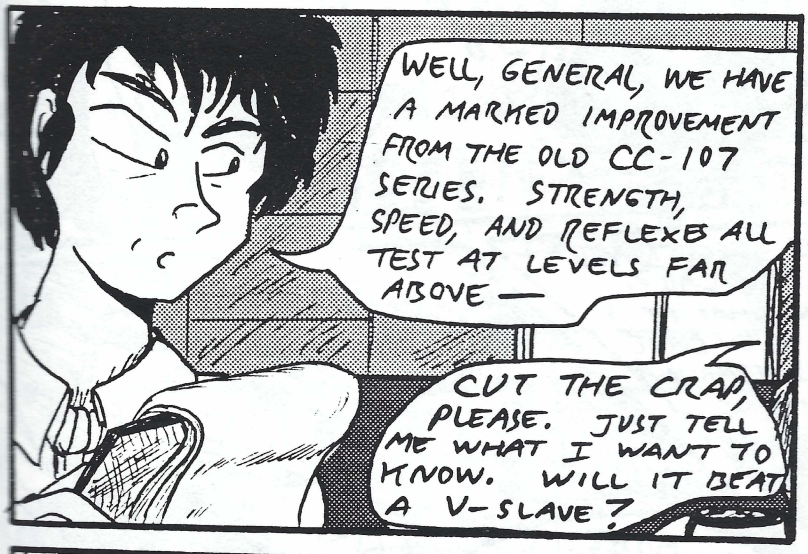
RYAN MATHEWS & LARRY


CHAKKA CHAKKA
SPAK
SPAK
SPAK
SPAK
SPAK
SPAK
DOM
CHAKKA CHAKKA CHAKKA
SPAK
SPAK
SPAK
SPAK
SPAK
DOM
DOM
BEEP! BEEP!
BEEP! BEEP! BEEP!
SKUNCH
BEEP!
BE—
WHOP


VERY GOOD, CORPORAL STENT. YOU ARE DISMISSED.
SIR!


WELL, GENERAL, WE HAVE A MARKED IMPROVEMENT FROM THE OLD CC-107 SERIES. STRENGTH, SPEED, AND REFLEXES ALL TEST AT LEVELS FAR ABOVE —
CUT THE CRAP, PLEASE. JUST TELL ME WHAT I WANT TO KNOW. WILL IT BEAT A V-SLAVE?

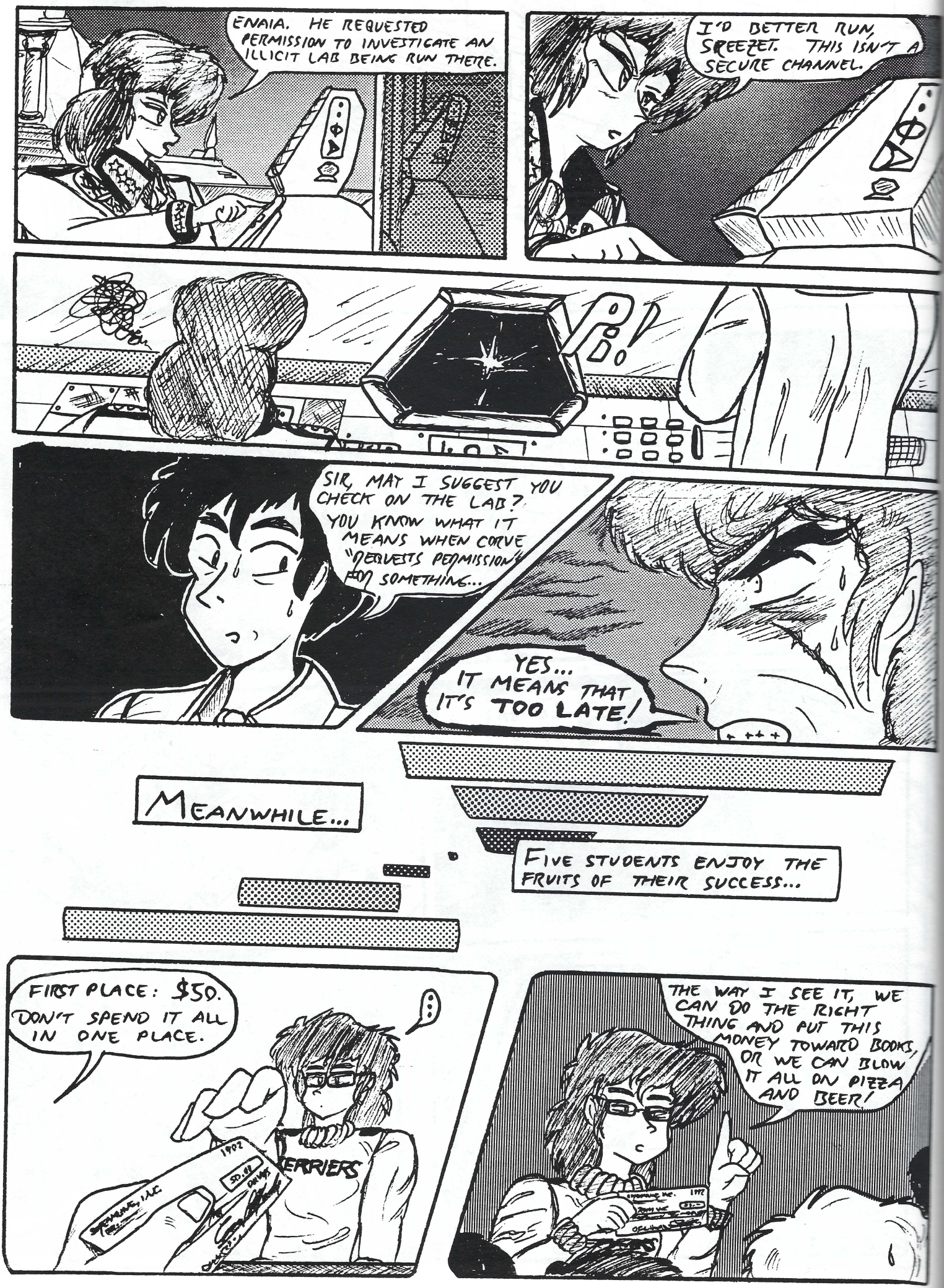
UH... NO. NOT... NOT YET.

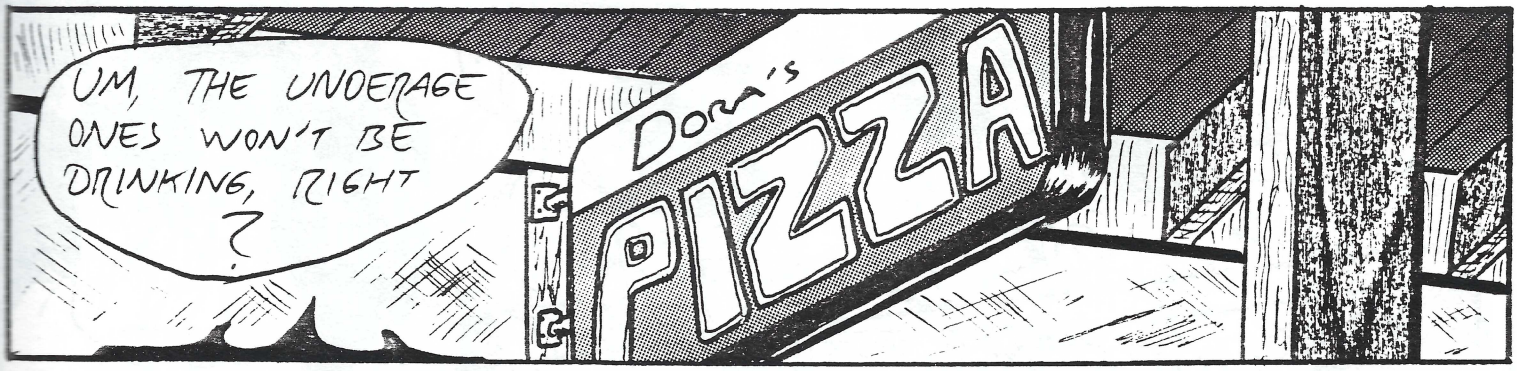
Comm for General Rath!

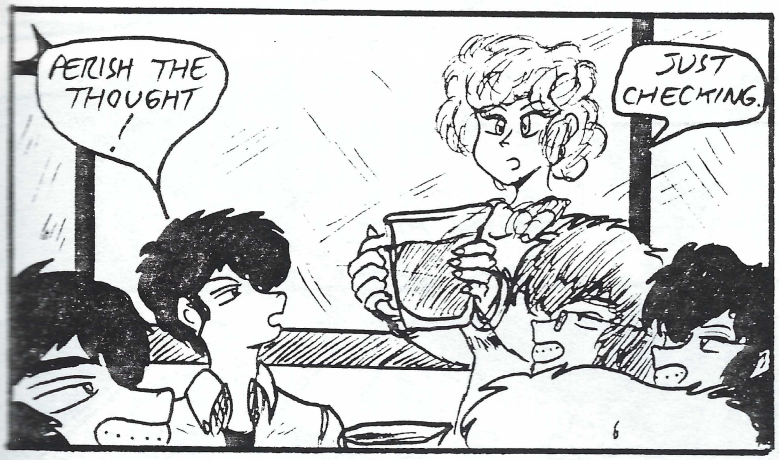
P.O.!
SHIT
NO!

SREEZET, HELLO! I JUST THOUGHT YOU SHOULD KNOW HOW THE COUNCIL AUDIENCE WENT.

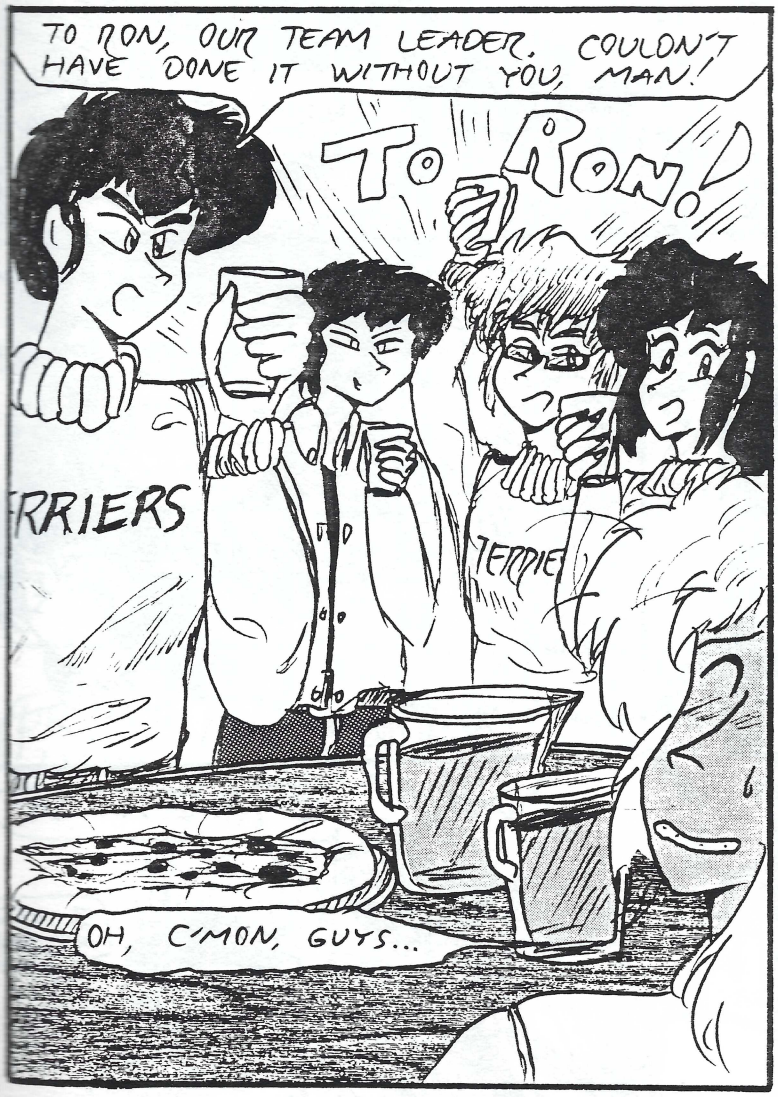
WHAT DID CORVE RANT ABOUT THIS TIME?


ENAIA. HE REQUESTED PERMISSION TO INVESTIGATE AN ILLICIT LAB BEING RUN THERE.
I'D BETTER RUN, SQUEEZET. THIS ISN'T A SECURE CHANNEL.
?!
SIR, MAY I SUGGEST YOU CHECK ON THE LAB? YOU KNOW WHAT IT MEANS WHEN CORVE "REQUESTS PERMISSION" FOR SOMETHING...
YES... IT MEANS THAT IT'S TOO LATE!
MEANWHILE...
FIVE STUDENTS ENJOY THE FRUITS OF THEIR SUCCESS...
FIRST PLACE: $50. DON'T SPEND IT ALL IN ONE PLACE.
1902
SD.U.
DRIVE
FERRIERS
THE WAY I SEE IT, WE CAN DO THE RIGHT THING AND PUT THIS MONEY TOWARD BOOKS, OR WE CAN BLOW IT ALL ON PIZZA AND BEER!


UM, THE UNDERAGE ONES WON'T BE DRINKING, RIGHT?
DORA'S
PIZZA

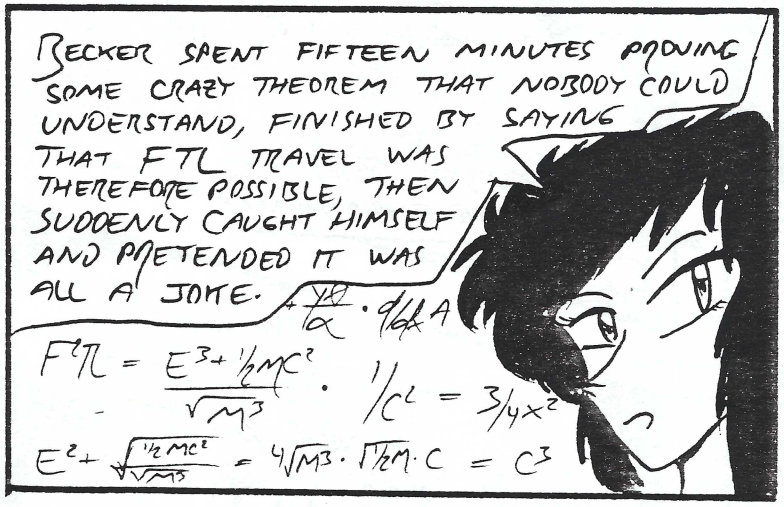

PERISH THE THOUGHT!
JUST CHECKING.

WHO NEEDS CUPS?

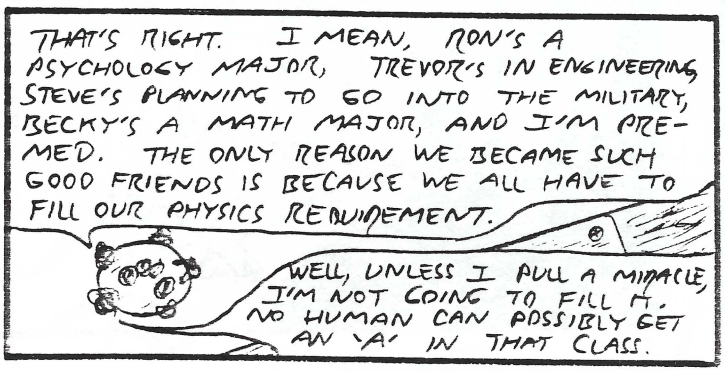

TO RON, OUR TEAM LEADER. COULDN'T HAVE DONE IT WITHOUT YOU, MAN!
TO RON!
OH, C'MON, GUYS...

HEY, WE HAVE TO TREAT YOU NICE WHILE WE HAVE THE CHANCE! YOU'RE GRADUATING NEXT MONTH.
DON'T REMIND ME.
YOU STILL HAVEN'T FOUND EMPLOYMENT?
NO. MAYBE I'M NOT LOOKING HARD ENOUGH

HEY, DON'T WORRY ABOUT IT. YOU'RE TALENTED, YOU GET GOOD GRADES; SOMETHING WILL TURN UP!
.....
UH, SPEAKING OF GRADES, ARE YOU ALL READY FOR BECKER'S PHYSICS EXAM?
WHAT THE HELL DIFFERENCE DOES IT MAKE? WE'RE ALL GOING TO FLUNK ANYWAY!
NOW THERE'S A WINNING ATTITUDE!
HEY, A POWER FORWARD COMING UP THE LANE I CAN HANDLE. I CAN'T HANDLE BECKER'S WACKY LECTURES. LIKE THE TIME HE SPENT FIFTEEN MINUTES EXPLAINING FASTER-THAN-LIGHT TRAVEL.
UN SQUADRON
HUH??
LANCERS
CAPCOM
U.N.
THAT'S RIGHT, RON MISSED THAT DAY.


BECKER SPENT FIFTEEN MINUTES PROVING SOME CRAZY THEOREM THAT NOBODY COULD UNDERSTAND, FINISHED BY SAYING THAT FTL TRAVEL WAS THEREFORE POSSIBLE, THEN SUDDENLY CAUGHT HIMSELF AND PRETENDED IT WAS ALL A JOKE.

HE EVEN LOST ME, AND I USUALLY UNDERSTAND MOST OF WHAT HE SAYS. BUT I WOULDN'T GET TOO DOWN ON THE CLASS. AFTER ALL, IT'S WHAT BROUGHT US TOGETHER.


THAT'S RIGHT. I MEAN, RON'S A PSYCHOLOGY MAJOR, TREVOR'S IN ENGINEERING, STEVE'S PLANNING TO GO INTO THE MILITARY, BECKY'S A MATH MAJOR, AND I'M PRE-MED. THE ONLY REASON WE BECAME SUCH GOOD FRIENDS IS BECAUSE WE ALL HAVE TO FILL OUR PHYSICS REQUIREMENT.
WELL, UNLESS I PULL A MIRACLE, I'M NOT GOING TO FILL IT. NO HUMAN CAN POSSIBLY GET AN 'A' IN THAT CLASS.

I HAVE AN 'A'.
I REST MY CASE.
TERRIERS

WELL, ENOUGH SHOP TALK. ANYONE FOR A MOVIE TONIGHT?
I CAN'T. I HAVE TO HELP BECKER WITH AN EXPERIMENT.
.....
WHAT??
TERRIERS
A LITTLE...
YOU WOULDN'T HAPPEN TO BE GETTING EXTRA CREDIT FOR THIS, WOULD YOU?
OKAY, WHAT DO WE DO TO HIM?
LET'S BREAK HIS ARMS.
TERRIERS
UH, HEH, HEH, LISTEN...
BECKER COULD PROBABLY USE SOME EXTRA HANDS. WHY DON'T YOU TAG ALONG?

Animation America

The Animation Fan Club for the 90s

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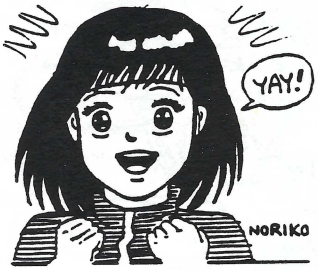
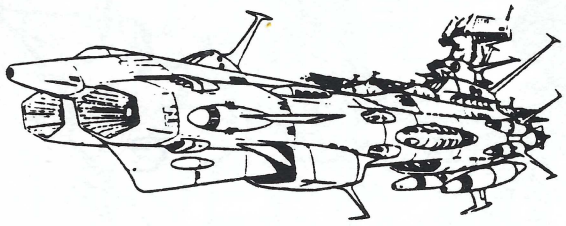


What is Animation America

Animation America is a new non-profit animation fan club designed to promote communication and information exchange between members. Animation America is an attempt to avoid the mistakes of made by previous attempts to form a national animation fan club. This organization is being planned as a national fan club from the very beginning — it is not a local group expanding onto the national scene as most previous attempts to form a national animation club have been. It will not have chapters or affiliates that will compete with the individual members for the organization's attention — helping its individual members enjoy and fully participate in animation fandom (whether they live in one of the strongholds of anime fandom or live seven hundred miles from the nearest anime fan) is the club's main goal. To this end, Animation America has a full program of membership benefits and programs in place and ready for its members to start taking advantage of. Animation America is not promising the sky to those who join, but what it is promising, it can deliver. Perhaps best of all, Animation America is designed to have little or no politics.

Note that the word "animation" was used instead of the word "anime". This was intentional, Animation America is a fan club for fans of all animation — although given the current interests of animation fandom, Japanese anime is probably going to predominate! The word America represents all of the Americas: North, Central, and South — not just the United States!



Animation America Individual Memberships

Becoming an individual member of Animation America is easy — and even fairly cheap! But before we start talking about how, let's talk about what you get as an individual member of Animation America:

- ***ANIME DISPATCHES***, Animation America's bi-monthly clubzine! AD contains club news, anime plot synopses, reviews of new animation and animation related merchandise (CDs, models, books, magazines,

other fanzines), as well as other articles and items of interest.

- ***ANIMATION AMERICA ANNUAL***. Animation America's annual guide to North American animation fandom. Lists of local animation clubs, apas, fanzines, sources of legitimate animation merchandise, and other handy information of use to almost every animation fan.

- ***ANIMATION AMERICA INFOPAKS***. The old C/FO had a huge archive of infomation on animation, but it was hard to use and few members took advantage of it. Hence the idea of the Animation America INFOPAK: each INFOPAK will be a fifty page collection of assorted articles, translations, scripts, and other text material of interest to animation fen that members of Animation America will be able to purchase for the low price of $4.00 (including postage) each. Animation America hopes to bring out at least one new INFOPAK every quarter and unlike newsletters and fanzines, an INFOPAK will stay in print almost forever!

- ***ANIMATION AMERICA INFODISKS***. Members of Animation America who have a computer capable of reading IBM format diskettes will be able to obtain text files, scripts, and gifs (as well as certain select shareware and public domain programs of interest to animation fans) for almost nothing on an Animation America INFODISK. The cost: send in a low density formatted disk and a self-addressed stamped return mailer! This service is only available to members of Animation America. Animation America hopes to bring out at least one new INFODISK every two months.

- Information on how to hold Animation America animation screenings in your area. If there isn't an active animation fan club in your area, holding a monthly Animation America screening can be a very simple way to meet new fans in your area.

- Free Classified Ads — interested in corresponding with fellow Animation America members with similar interests, have a few legitimate items of animation merchandise that you'd bought before you realized that you really didn't like Urusei Yatsura or Scooby Doo as much as you thought you did, or maybe there's something you'd like to buy that you just can't find anywhere? At least one page of each issue of Anime Dispatches will be set aside for classified ads from Animation America members!

- Information on upcoming conventions with animation-related programming.

- Information on tape trading.

- A Membership Card with the spiffy Animation America logo (as soon as someone with artistic talent designs a spiffy logo, that is!)

- More as we grow! The more individual members Animation America has the more we will be able to do! Discounts on anime goods for members? A network of Animation America BBSs? Regional Animation America mini-cons in association with SF/F conventions? Just about anything is possible with enough active, interested members.

Sound good?! If it does, you'll love the price. As Animation America is a non-profit fan group ran by unpaid volunteers, a one year membership only costs $12.00 a year in the United States, US$15.00 a year anywhere else in North America, and US$18.00 anywhere else in the world. There is only one catch. Animation America only accepts members who do not support or participate in the sale, purchase, or trade of unlicensed copies of videotapes, audio tapes, laser disks, or compact disks for any type of material profit! If you have mistakenly become involved in such activities in the past, you can still join as all we are asking is that members agree do not do such things in the future!

To join just fill in and sign an Animation America membership form and sent it with your check or money order to the address listed on the form. Please read and follow the directions on the AA Membership Form — if you make the check out wrong or leave out important information, AA may not be able to process your membership!

Animation America Membership Form

To join Animation America, all you need to do is fill out this simple form, sign it, and mail it with a check or money for $12.00 (made payable to Dragonfire Productions) to Animation America, 4122 Tallulah, San Antonio, TX 78218-3452. Animation America welcomes international members! If you live in Canada or Mexico, you need to send $15.00 in US funds by International Postal Money Order or by a check drawn on a US bank. Elsewhere, annual dues are $18.00 a year in US funds — again, please send an International Postal Money Order or a check drawn on a US bank.

Name:_____

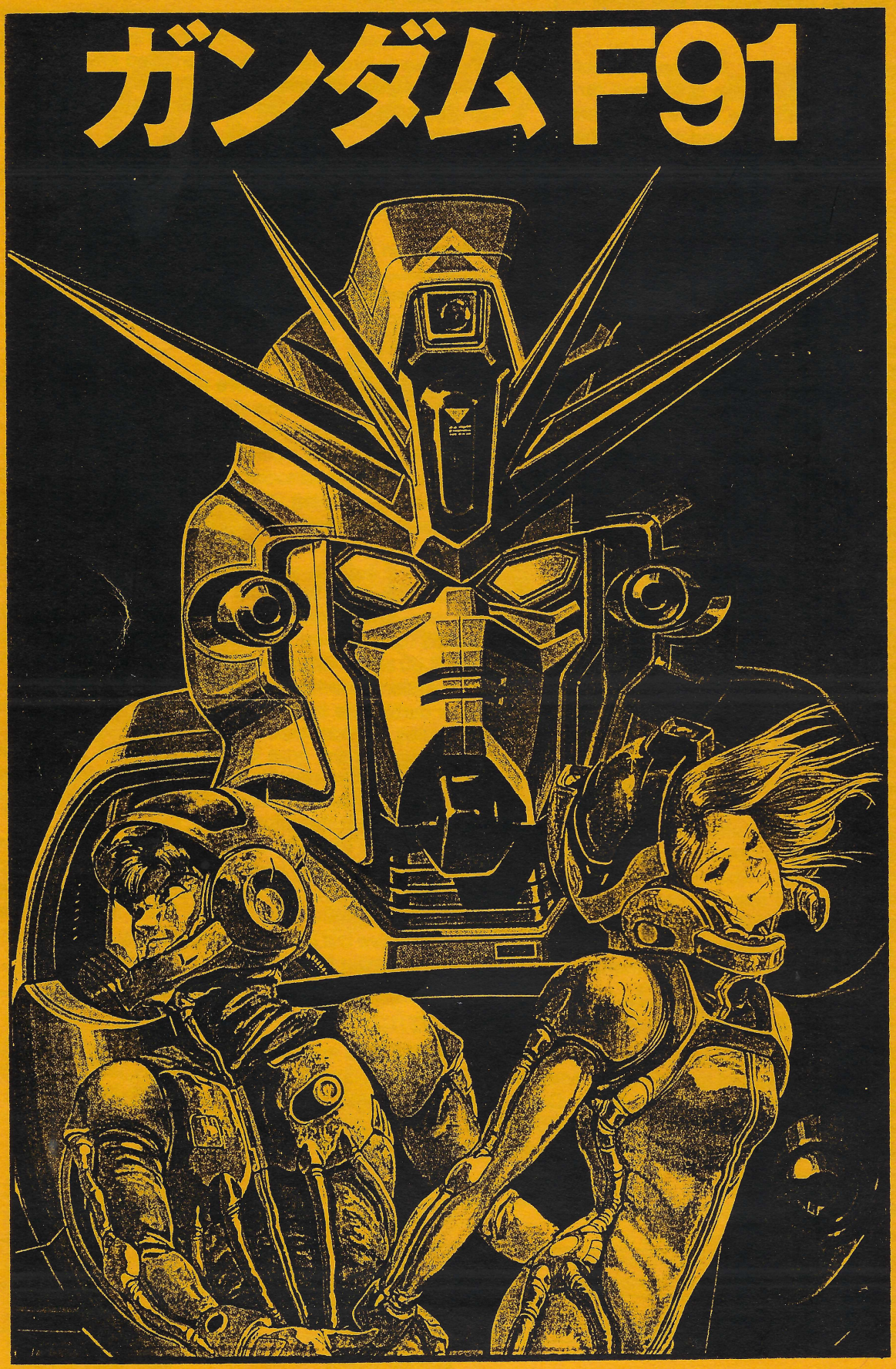
Address:_____

City:_____ State:_____ Postal/Zip Code:_____ Country:_____

Age:_____ Sex: Male Female Favorite Animation:_____

I do not support or knowingly participate in the production, distribution, sale, purchase, or trade of for-profit copies of unlicensed videotapes (aka bootlegs).

Signature:_____ Date:_____



Next Month

FSTS

From Side To S.I.D.E.

Next Month

Coming In December:

Orange Road OAV: : The Message In Rouge

Gundam F-91

More Twinkle?, and all of the regular features